

# California Commerce Casino

## CALIFORNIA SECTION GAMES COLLECTION RATES

### PAI GOW POKER / PAI GOW EXPRESS

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 3.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 400	\$ 1.00 per hand	\$ 4.00 per hand	\$ 3.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 10.00 per hand	\$ 5.00 per bet
\$ 500 to \$ 1,500	\$ 1.00 per hand	\$ 10.00 per hand	\$ 10.00 per bet
\$ 1,000 to \$ 5,000	\$ 1.00 per hand	\$ 15.00 per hand	\$ 15.00 per bet

### PAN - 9

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 3.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 200 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet
\$ 500 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet

### SUPER 9

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 3.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 200 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet
\$ 500 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet

UPDATED APRIL 28, 2005

# California Commerce Casino

## NO BUST BLACKJACK

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER
\$ 2 to \$ 10	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 5 to \$ 20	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet

For No Bust Blackjack, if player request a Limit that is not listed, please apply the collection rates of the Super 9.

## CALIFORNIA SECTION GAMES COLLECTION RATES

### PAI GOW ( TILES )

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 2.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 2.00 per hand	\$ 3.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 2.00 per hand	\$ 5.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 10.00 per bet
\$ 500 to \$ 2,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 20.00 per bet
\$ 1,000 to \$ 5,000	\$ 1.00 per hand	\$ 10.00 per hand	\$ 50.00 per bet

### 21<sup>st</sup> CENTURY BACCARAT

#### Face Up & Face Down Version

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 3.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 200 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet
\$ 500 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet

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# California Commerce Casino

## CARIBBEAN STUD POKER

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
\$ 5 to \$ 50	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 3.00 per hand	\$ 2.00 per bet

## TRIPS

\$2 TABLE LIMIT \$2 BETS IN ALL STAGES			\$3 TABLE LIMIT \$3 BETS IN ALL STAGES		
ROUND	\$ AMOUNT	FROM	ROUND	\$ AMOUNT	FROM
1 <sup>ST</sup>	\$ .50	EACH PLAYER	1 <sup>ST</sup>	\$1.00	EACH PLAYER
2 <sup>ND</sup>	\$0	N/A	2 <sup>ND</sup>	N/A	N/A
3 <sup>RD</sup>	\$2	POT	3 <sup>RD</sup>	\$3	POT
4 <sup>TH</sup>	\$2	POT	4 <sup>TH</sup>	\$3	POT
5 <sup>TH</sup> OR MORE	\$0	N/A	5 <sup>TH</sup> OR MORE	N/A	N/A

\$5 TABLE LIMIT \$5 BETS IN ALL STAGES			\$10 TABLE LIMIT \$10 BETS IN ALL STAGES		
ROUND	\$ AMOUNT	FROM	ROUND	\$ AMOUNT	FROM
1 <sup>ST</sup>	\$1.00	EACH PLAYER	1 <sup>ST</sup>	\$2.00	EACH PLAYER
2 <sup>ND</sup>	N/A	N/A	2 <sup>ND</sup>	N/A	N/A
3 <sup>RD</sup>	\$5	POT	3 <sup>RD</sup>	\$7	POT
4 <sup>TH</sup>	\$5	POT	4 <sup>TH</sup>	\$7	POT
5 <sup>TH</sup> OR MORE	N/A	N/A	5 <sup>TH</sup> OR MORE	N/A	N/A

\$25 TABLE LIMIT \$25 BETS IN ALL STAGES			MAXIMUM JACKPOT DROPS FOR ALL TRIPS LIMITS		
ROUND	ROUND	\$ AMOUNT	FROM	\$ AMOUNT	FROM
1 <sup>ST</sup>	1 <sup>ST</sup>	\$2.00	POT	\$1.00	POT
2 <sup>ND</sup>	2 <sup>ND</sup>	N/A	POT	\$1.00	POT
3 <sup>RD</sup>	3 <sup>RD</sup>	\$7	POT	\$1.00	POT
4 <sup>TH</sup>	4 <sup>TH</sup>	\$7	POT	\$1.00	POT
5 <sup>TH</sup> OR MORE	5 <sup>TH</sup> OR MORE	N/A	POT	\$1.00	POT

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# California Commerce Casino

## 13 CARDS POKER

LIMIT	JACKPOT COLLECTION	ANTE	TABLE FEE
\$2	\$ 1.00 per hand	\$0.50	\$2 per hand
\$3	\$ 1.00 per hand	\$0.50	\$2 per hand
\$5	\$ 1.00 per hand	\$1.00	\$2 per hand
\$10	\$ 1.00 per hand	\$2.00	\$4 per hand
\$20	\$ 1.00 per hand	\$5.00	\$5 per hand
\$25	\$ 1.00 per hand	\$5.00	\$5 per hand
\$50	\$ 1.00 per hand	\$10.00	\$10 per hand
\$100	\$ 1.00 per hand	N / A	\$15 per player per half hour
Above \$100	\$ 1.00 per hand	N / A	\$20 per player per half hour

If a game's limit is not listed, it will take the collection of the **next table limit game**.

(Players may choose to play a limit that is not listed on the collection rate sheets, if this is the case then the game will be charged the next highest listed collection rate)

## PAN COLLECTION RATES

All tops must be taken (collections separated) prior to the hand being dealt.

Limit	Collection Rate	
1 K	\$ 2.00 per hand	\$ 1.00 with 4 or less players
2 K	\$ 2.50 per hand	\$ 1.50 with 4 or less players
3 K	\$ 3.00 per hand	\$ 2.00 with 4 or less players
5 K	\$ 4.00 per hand	\$ 2.00 with 4 or less players
10 K	\$ 7.00 per player per half hour	
20 K	\$ 9.00 per player per half hour	
50 K	\$ 13.00 per player per half hour	
100 K	\$ 16.00 per player per half hour	

UPDATED APRIL 28, 2005

# *California Commerce Casino*

## POKER COLLECTION RATES HOLD'EM

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee	Regular Table Fee
1 ~ 2 with 7 or more players	0. 50 , 1	0. 50	0. 50	2. 00 per hand
1 ~ 2 with 6 players	0. 50 , 1	0. 50	0. 50	1. 50 per hand
1 ~ 2 with 5 or less players	0. 50 , 1	0. 50	0. 50	1. 00 per hand
2 ~ 4 with 7 or more players	1 , 2	0. 50	0. 50	2. 50 per hand
2 ~ 4 with 6 players	1 , 2	0. 50	0. 50	2. 00 per hand
2 ~ 4 with 5 or less players	1 , 2	0. 50	0. 50	1. 50 per hand
3 ~ 6 with 7 or more players	1 , 3	1. 00	1. 00	3. 00 per hand
3 ~ 6 with 6 players	1 , 3	1. 00	1. 00	2. 00 per hand
3 ~ 6 with 5 or less players	1 , 3	1. 00	1. 00	1. 50 per hand
4 ~ 8 with 7 or more players	2 , 4	1. 00	1. 00	3. 00 per hand
4 ~ 8 with 6 players	2 , 4	1. 00	1. 00	2. 00 per hand
4 ~ 8 with 5 or less players	2 , 4	1. 00	1. 00	1. 50 per hand
6 ~ 12 with 7 or more players	2 , 6	1. 00	1. 00	4. 00 per hand
6 ~ 12 with 6 players	2 , 6	1. 00	1. 00	3. 00 per hand
6 ~ 12 with 5 or less players	2 , 6	1. 00	1. 00	2. 00 per hand
9 ~ 18 with 7 or more players	3 , 9	1. 00	1. 00	4. 00 per hand
9 ~ 18 with 6 players	3 , 9	1. 00	1. 00	3. 00 per hand
9 ~ 18 with 5 or less players	3 , 9	1. 00	1. 00	2. 00 per hand

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## POKER COLLECTION RATES HOLD'EM

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee	Regular Table Fee
10 ~ 20 with 7 or more players	5 , 10	\$ 1.00 per hand	1.00	4. 00 Per hand
10 ~ 20 with 6 players	5 , 10	\$ 1.00 per hand	1.00	3. 00 Per hand
10 ~ 20 with 5 players	5 , 10	\$ 1.00 per hand	1.00	2. 00 Per hand
10 ~ 20 with 4 or less players	5 , 10	\$ 1.00 per hand	1.00	1. 00 Per hand
15 ~ 30 with 7 or more players	5 , 15	\$ 1.00 per hand	1.00	4. 00 Per hand
15 ~ 30 with 6 players	5 , 15	\$ 1.00 per hand	1.00	3. 00 Per hand
15 ~ 30 with 5 players	5 , 15	\$ 1.00 per hand	1.00	2. 00 Per hand
15 ~ 30 with 4 or less players	5 , 15	\$ 1.00 per hand	1.00	1. 00 Per hand
20 ~ 40 with 7 or more players	10 , 20	\$ 1.00 per hand	1.00	4. 00 Per hand
20 ~ 40 with 6 players	10 , 20	\$ 1.00 per hand	1.00	3. 00 Per hand
20 ~ 40 with 5 players	10 , 20	\$ 1.00 per hand	1.00	2. 00 Per hand
20 ~ 40 with 4 or less players	10 , 20	\$ 1.00 per hand	1.00	1. 00 Per hand
30 ~ 60 with 7 or more players	20 , 30	\$ 1.00 per hand	1.00	4. 00 Per hand
30 ~ 60 with 6 players	20 , 30	\$ 1.00 per hand	1.00	3. 00 Per hand
30 ~ 60 with 5 players	20 , 30	\$ 1.00 per hand	1.00	2. 00 Per hand
30 ~ 60 with 4 or less players	20 , 30	\$ 1.00 per hand	1.00	1. 00 Per hand
40 ~ 80 with 7 or more players	20 , 40	\$ 1.00 per hand	1.00	4. 00 Per hand
40 ~ 80 with 6 players	20 , 40	\$ 1.00 per hand	1.00	3. 00 Per hand
40 ~ 80 with 5 players	20 , 40	\$ 1.00 per hand	1.00	2. 00 Per hand
40 ~ 80 with 4 or less players	20 , 40	\$ 1.00 per hand	1.00	1. 00 Per hand

Limits	Blind	Jackpot Collection	New Player*	Regular *
50 ~ 100 with 6 or moreplayers	25 , 50	\$ 1.00 per hand	5.00	10. 00
50 ~ 100 with 5 or less players	25 , 50	\$ 1.00 per hand	5.00	5. 00
60 ~ 120 with 6 or moreplayers	40 , 60	\$ 1.00 per hand	6.00	11. 00
60 ~ 120 with 5 or less players	40 , 60	\$ 1.00 per hand	6.00	6. 00
75 ~ 100 with 6 or moreplayers	50 , 75	\$ 1.00 per hand	6.00	11. 00
75 ~ 100 with 5 or less players	50 , 75	\$ 1.00 per hand	6.00	6. 00
80 ~ 160 with 6 or moreplayer s	40 , 80	\$ 1.00 per hand	6.00	12. 00
80 ~ 160 with 5 or less players	40 , 80	\$ 1.00 per hand	6.00	6. 00
100 ~ 200 with 6 or moreplayers	50 , 100	\$ 1.00 per hand	6.00	12. 00
100 ~ 200 with 5 or less players	50 , 100	\$ 1.00 per hand	6.00	6. 00
150 ~ 300 with 6 or moreplayers	100 , 150	\$ 1.00 per hand	7.00	13. 00
150 ~ 300 with 5 or less players	100 , 150	\$ 1.00 per hand	7.00	7. 00
200 ~ 400 with 6 or moreplayers	100 , 200	\$ 1.00 per hand	7.00	14. 00
200 ~ 400 with 5 or less players	100 , 200	\$ 1.00 per hand	7.00	7. 00
300 ~ 600 with 6 or moreplayers	200 , 300	\$ 1.00 per hand	8.00	15. 00
300 ~ 600 with 5 or less players	200 , 300	\$ 1.00 per hand	8.00	6. 00
500 ~ 1000 with 6 or moreplayers	300 , 500	\$ 1.00 per hand	8.00	16. 00
500 ~ 1000 with 5 or less players	200 , 300	\$ 1.00 per hand	8.00	8. 00

UPDATED APRIL 28, 2005

## *California Commerce Casino*

**\$ 16. 00 is the cap for all collection games.** If a game is not listed, it will take the collection of the **next highest game**. Please inform Shift Manager when a game is larger than listed. Half and Half game will pay the **lowest game rate**.

### POKER COLLECTION RATES

#### POT LIMIT HOLD'EM

Blind	Jackpot Collection	Table Fee	
		New Player *	Regular *
2 , 3 , 5 with 6 or moreplayers	\$ 1.00 per hand	4.00	7. 00
2 , 3 , 5 with 5 or less players	\$ 1.00 per hand	4.00	4. 00
2, 3, 5, 10 with 6 or moreplayers	\$ 1.00 per hand	4.00	8. 00
2, 3, 5, 10 with 5 or less players	\$ 1.00 per hand	4.00	4. 00
5 , 5 , 10 with 6 or moreplayers	\$ 1.00 per hand	5.00	9. 00
5 , 5 , 10 with 5 or less players	\$ 1.00 per hand	5.00	5. 00
5 , 10 , 15 with 6 or moreplayers	\$ 1.00 per hand	5.00	10. 00
5 , 10 , 15 with 5 or less players	\$ 1.00 per hand	5.00	5. 00
5 , 10 , 25 with 6 or moreplayers	\$ 1.00 per hand	6.00	11. 00
5 , 10 , 25 with 5 or less players	\$ 1.00 per hand	6.00	6. 00
25 , 25 , 50 with 6 or moreplayers	\$ 1.00 per hand	7.00	13. 00
25 , 25 , 50 with 5 or less players	\$ 1.00 per hand	7.00	7. 00

**\* Per Player Per Half Hour Collection Rate**

#### NO LIMIT HOLD'EM

Blind	Jackpot Collection	Table Fee	
		New Player *	Regular *
3 , 5 with 6 or moreplayers	\$ 1.00 per hand	4.00	7. 00
3 , 5 with 5 or less players	\$ 1.00 per hand	4.00	4. 00
5 , 10 with 6 or moreplayers	\$ 1.00 per hand	4.00	8. 00
5 , 10 with 5 or less players	\$ 1.00 per hand	4.00	4. 00
10 , 15 with 6 or moreplayers	\$ 1.00 per hand	5.00	9. 00
10 , 15 with 5 or less players	\$ 1.00 per hand	5.00	5. 00
15 , 25 with 6 or moreplayers	\$ 1.00 per hand	5.00	10. 00
15 , 25 with 5 or less players	\$ 1.00 per hand	5.00	5. 00
25 , 50 with 6 or moreplayers	\$ 1.00 per hand	6.00	12. 00
25 , 50 with 5 or less players	\$ 1.00 per hand	6.00	6. 00

**\$ 16. 00 is the cap for all collection games.**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## \$100 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$100 Buy-In No Limit with 7 or more players	1. 00	2, 3	1. 00	4. 00 per hand
\$100 Buy-In No Limit with 6 players	1. 00	2, 3	1. 00	3. 00 per hand
\$100 Buy-In No Limit with 5 players	1. 00	2, 3	1. 00	2. 00 per hand
\$100 Buy-In No Limit with 4 or less players	1. 00	2, 3	0. 00	1. 00 per hand

## \$200 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$200 Buy-In No Limit with 7 or more players	1. 00	3, 5	1. 00	4. 00 per hand
\$200 Buy-In No Limit with 6 players	1. 00	3, 5	1. 00	3. 00 per hand
\$200 Buy-In No Limit with 5 players	1. 00	3, 5	1. 00	2. 00 per hand
\$200 Buy-In No Limit with 4 or less players	1. 00	3, 5	0. 00	1. 00 per hand

## \$300 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$300 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	5. 00 per hand
\$300 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
\$300 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
\$300 Buy-In No Limit with 4 or less players	1. 00	5, 10	0. 00	1. 00 per hand

## \$400 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$400 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	5. 00 per hand
\$400 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
\$400 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
\$400 Buy-In No Limit with 4 or less players	1. 00	5, 10	0. 00	1. 00 per hand

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# California Commerce Casino

## \$500 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$500 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	5. 00 per hand
\$500 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
\$500 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
\$500 Buy-In No Limit with 4 or less players	1. 00	5, 10	0. 00	1. 00 per hand

## \$200 - \$500 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$200 - \$500 Buy-In No Limit with 7 or more players	1. 00	3, 5	1. 00	5. 00 per hand
\$200 - \$500 Buy-In No Limit with 6 players	1. 00	3, 5	1. 00	3. 00 per hand
\$200 - \$500 Buy-In No Limit with 5 players	1. 00	3, 5	1. 00	2. 00 per hand
\$200 - \$500 Buy-In No Limit with 4 or less players	1. 00	3, 5	0. 00	1. 00 per hand

## \$300 - \$800 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$300 - \$800 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	5. 00 per hand
\$300 - \$800 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
\$300 - \$800 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
\$300 - \$800 Buy-In No Limit with 4 or less players	1. 00	5, 10	0. 00	1. 00 per hand

## \$400 - \$1,000 BUY-IN NO LIMIT HOLD'EM (WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee	Blind	Jackpot Collection	Table Fee
\$400 - \$1,000 Buy-In No Limit with 7 or more players	1. 00	10, 10	1. 00	5. 00 per hand
\$400 - \$1,000 Buy-In No Limit with 6 players	1. 00	10, 10	1. 00	3. 00 per hand
\$400 - \$1,000 Buy-In No Limit with 5 players	1. 00	10, 10	1. 00	2. 00 per hand
\$400 - \$1,000 Buy-In No Limit with 4 or less players	1. 00	10, 10	0. 00	1. 00 per hand

UPDATED APRIL 28, 2005

# California Commerce Casino

## POKER COLLECTION RATES

### SEVEN CARD STUD

Limits & number of players	Ante	Jackpot Collection	Designated Table Fee	Forced Bets	Regular Table Fee
1 ~ 2 with 6 or more players	0. 50	0. 50	0. 50	0. 50	2. 00 per hand
1 ~ 2 with 5 players	0. 50	0. 50	0. 50	0. 50	1. 50 per hand
1 ~ 2 with 4 or less players	0. 50	0. 50	0. 50	0. 50	1. 00 per hand
2 ~ 4 with 6 or more players	0. 50	0. 50	0. 50	0. 50	2. 50 per hand
2 ~ 4 with 5 players	0. 50	0. 50	0. 50	0. 50	2. 00 per hand
2 ~ 4 with 4 or less players	0. 50	0. 50	0. 50	0. 50	1. 50 per hand
3 ~ 6 with 6 or more players	0. 50	1. 00	1. 00	1. 00	3. 00 per hand
3 ~ 6 with 5 players	0. 50	1. 00	1. 00	1. 00	2. 50 per hand
3 ~ 6 with 4 or less players	0. 50	1. 00	1. 00	1. 00	2. 00 per hand
4 ~ 8 with 6 or more players	1. 00	1. 00	1. 00	1. 00	3. 00 per hand
4 ~ 8 with 5 players	1. 00	1. 00	1. 00	1. 00	2. 50 per hand
4 ~ 8 with 4 or less players	1. 00	1. 00	1. 00	1. 00	2. 00 per hand
5 ~ 10 with 6 or more players	1. 00	1. 00	1. 00	2. 00	3. 00 per hand
5 ~ 10 with 5 players	1. 00	1. 00	1. 00	2. 00	2. 50 per hand
5 ~ 10 with 4 or less players	1. 00	1. 00	1. 00	2. 00	2. 00 per hand
6 ~ 12 with 6 or more players	1. 00	1. 00	1. 00	2. 00	3. 00 per hand
6 ~ 12 with 5 players	1. 00	1. 00	1. 00	2. 00	2. 50 per hand
6 ~ 12 with 4 or less players	1. 00	1. 00	1. 00	2. 00	2. 00 per hand
10 ~ 20 with 5 or more players	1. 00	\$ 1.00 per hand	1. 00	3. 00	3. 00 per hand
10 ~ 20 with 4 players	1. 00	\$ 1.00 per hand	1. 00	3. 00	2. 00 per hand
10 ~ 20 with 3 or less players	1. 00	\$ 1.00 per hand	1. 00	3. 00	1. 00 per hand
15 ~ 30 with 5 or more players	2. 00	\$ 1.00 per hand	1. 00	5. 00	3. 00 per hand
15 ~ 30 with 4 players	2. 00	\$ 1.00 per hand	1. 00	5. 00	2. 00 per hand
15 ~ 30 with 3 or less players	2. 00	\$ 1.00 per hand	1. 00	5. 00	1. 00 per hand

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

UPDATED APRIL 28, 2005

# California Commerce Casino

## POKER COLLECTION RATES

### SEVEN CARD STUD

Limits & number of players	Ante	Jackpot Collection	Designated Table Fee	Forced Bets	Regular Table Fee
20 ~ 40 with 5 or more players	3.00	\$ 1.00 per	1.00	5.00	3.00 per hand
20 ~ 40 with 4 players	3.00	\$ 1.00 per	1.00	5.00	2.00 per hand
20 ~ 40 with 3 or less players	3.00	\$ 1.00 per	1.00	5.00	1.00 per hand
30 ~ 60 with 6 or more players	5.00	\$ 1.00 per	1.00	10.00	4.00 per hand
30 ~ 60 with 5 players	5.00	\$ 1.00 per	1.00	10.00	3.00 per hand
30 ~ 60 with 4 players	5.00	\$ 1.00 per	1.00	10.00	2.00 per hand
30 ~ 60 with 3 or less players	5.00	\$ 1.00 per	1.00	10.00	1.00 per hand
40 ~ 80 with 6 or more players	5.00	\$ 1.00 per	1.00	15.00	4.00 per hand
40 ~ 80 with 5 players	5.00	\$ 1.00 per	1.00	15.00	3.00 per hand
40 ~ 80 with 4 players	5.00	\$ 1.00 per	1.00	15.00	2.00 per hand
40 ~ 80 with 3 or less players	5.00	\$ 1.00 per	1.00	15.00	1.00 per hand
50 ~ 100 with 6 or more players	10.00	\$ 1.00 per	1.00	15.00	5.00 per hand
50 ~ 100 with 5 players	10.00	\$ 1.00 per	1.00	15.00	3.00 per hand
50 ~ 100 with 4 players	10.00	\$ 1.00 per	1.00	15.00	2.00 per hand
50 ~ 100 with 3 or less players	10.00	\$ 1.00 per	1.00	15.00	1.00 per hand

Limits	Ante	Jackpot Collection	Forced Bets	Table Fee	
				New Player *	Regular *
60 ~ 120 with 5 or more players	10.00	\$ 1.00 per	20.00	6.00	11.00
60 ~ 120 with 4 or less players	10.00	\$ 1.00 per	20.00	6.00	6.00
75 ~ 150 with 5 or more players	15.00	\$ 1.00 per	25.00	6.00	11.00
75 ~ 150 with 4 or less players	15.00	\$ 1.00 per	25.00	6.00	6.00
100 ~ 200 with 5 or more players	25.00	\$ 1.00 per	50.00	6.00	12.00
100 ~ 200 with 4 or less players	25.00	\$ 1.00 per	50.00	6.00	6.00
150 ~ 300 with 5 or more players	50.00	\$ 1.00 per	50.00	7.00	13.00
150 ~ 300 with 4 or less players	50.00	\$ 1.00 per	50.00	7.00	7.00
200 ~ 400 with 5 or more players	75.00	\$ 1.00 per	75.00	7.00	14.00
200 ~ 400 with 4 or less players	75.00	\$ 1.00 per	75.00	7.00	7.00
300 ~ 600 with 5 or more players	100.00	\$ 1.00 per	100.00	8.00	15.00
300 ~ 600 with 4 or less players	100.00	\$ 1.00 per	100.00	8.00	8.00
500 ~ 1000 with 5 or more players	200.00	\$ 1.00 per	200.00	8.00	16.00
500 ~ 1000 with 4 or less players	200.00	\$ 1.00 per	200.00	8.00	8.00

**\$ 16.00 is the cap for all collection games**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

**UPDATED APRIL 28, 2005**

# *California Commerce Casino*

## POKER COLLECTION RATES OMAHA HI-LO SPLIT(EIGHT OR BETTER)

Limit & number of players	Blind	Jackpot Collection	Designated Table Fee	Regular Table Fee
2 ~ 4 with 8 or more players	1 , 2	0. 50	0. 50	2. 50 Per hand
2 ~ 4 with 7 players	1 , 2	0. 50	0. 50	2. 00 Per hand
2 ~ 4 with 6 or less players	1 , 2	0. 50	0. 50	1. 00 Per hand
2 ~ 4 Kill with 8 or more players	1 , 2	0. 50	0. 50	3. 00 Per hand
2 ~ 4 Kill with 7 players	1 , 2	0. 50	0. 50	2. 00 Per hand
2 ~ 4 Kill with 6 or less players	1 , 2	0. 50	0. 50	1. 00 Per hand
3 ~ 6 with 8 or more players	1 , 3	1. 00	1. 00	3. 00 Per hand
3 ~ 6 with 7 players	1 , 3	1. 00	1. 00	2. 00 Per hand
3 ~ 6 with 6 or less players	1 , 3	1. 00	1. 00	1. 00 Per hand
4 ~ 8 with 8 or more players	2 , 4	1. 00	1. 00	4. 00 Per hand
4 ~ 8 with 7 players	2 , 4	1. 00	1. 00	3. 00 Per hand
4 ~ 8 with 6 or less players	2 , 4	1. 00	1. 00	1. 00 Per hand
4 ~ 8 Kill with 8 or more players	2 , 4	1. 00	1. 00	4. 00 Per hand
4 ~ 8 Kill with 7 players	2 , 4	1. 00	1. 00	3. 00 Per hand
4 ~ 8 Kill with 6 or less players	2 , 4	1. 00	1. 00	1. 00 Per hand
5 ~ 10 with 8 or more players	2 , 5	1. 00	1. 00	4. 00 Per hand
5 ~ 10 with 7 players	2 , 5	1. 00	1. 00	3. 00 Per hand
5 ~ 10 with 6 or less players	2 , 5	1. 00	1. 00	1. 00 Per hand
6 ~ 12 with 8 or more players	3 , 6	1. 00	1. 00	4. 00 Per hand
6 ~ 12 with 7 players	3 , 6	1. 00	1. 00	3. 00 Per hand
6 ~ 12 with 6 or less players	3 , 6	1. 00	1. 00	1. 00 Per hand
6 ~ 12 Kill with 8 or more players	3 , 6	1. 00	1. 00	4. 00 Per hand
6 ~ 12 Kill with 7 players	3 , 6	1. 00	1. 00	3. 00 Per hand
6 ~ 12 Kill with 6 or less players	3 , 6	1. 00	1. 00	1. 00 Per hand
9 ~ 18 with 8 or more players	3 , 9	1. 00	1. 00	4. 00 Per hand
9 ~ 18 with 7 players	3 , 9	1. 00	1. 00	3. 00 Per hand
9 ~ 18 with 6 or less players	3 , 9	1. 00	1. 00	1. 00 Per hand

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## POKER COLLECTION RATES OMAHA HI-LO SPLIT(EIGHT OR BETTER)

Limit	Blind	Jackpot Collection	Table Fee
10 ~ 20	5 , 10	\$ 1.00 per hand	4.00 per hand when there are 9 or 8 players
10 ~ 20	5 , 10	\$ 1.00 per hand	3.00 per hand when there are 7 players
10 ~ 20	5 , 10	\$ 1.00 per hand	2.00 per hand when there are 6 players
10 ~ 20	5 , 10	\$ 1.00 per hand	1.00 per hand when there are 5 or less players
15 ~ 30	5 , 15	\$ 1.00 per hand	4.00 per hand when there are 9 or 8 players
15 ~ 30	5 , 15	\$ 1.00 per hand	3.00 per hand when there are 7 players
15 ~ 30	5 , 15	\$ 1.00 per hand	2.00 per hand when there are 6 players
15 ~ 30	5 , 15	\$ 1.00 per hand	1.00 per hand when there are 5 or less players
20 ~ 40	10 , 20	\$ 1.00 per hand	4.00 per hand when there are 9 or 8 players
20 ~ 40	10 , 20	\$ 1.00 per hand	3.00 per hand when there are 7 players
20 ~ 40	10 , 20	\$ 1.00 per hand	2.00 per hand when there are 6 players
20 ~ 40	10 , 20	\$ 1.00 per hand	1.00 per hand when there are 5 or less players

Limits	Blind	Jackpot Collection	Table Fee	
			New Player *	Regular *
30 ~ 60 with 5 or more players	20 , 30	\$ 1.00 per	5.00	9.00
30 ~ 60 with 4 or less players	20 , 30	\$ 1.00 per	5.00	5.00
40 ~ 80 with 5 or more players	20 , 40	\$ 1.00 per	5.00	10.00
40 ~ 80 with 4 or less players	20 , 40	\$ 1.00 per	5.00	5.00
50 ~ 100 with 5 or more players	25 , 50	\$ 1.00 per	5.00	10.00
50 ~ 100 with 4 or less players	25 , 50	\$ 1.00 per	5.00	5.00
60 ~ 120 with 5 or more players	40 , 60	\$ 1.00 per	6.00	11.00
60 ~ 120 with 4 or less players	40 , 60	\$ 1.00 per	6.00	6.00
75 ~ 150 with 5 or more players	50 , 75	\$ 1.00 per	6.00	11.00
75 ~ 150 with 4 or less players	50 , 75	\$ 1.00 per	6.00	6.00
80 ~ 160 with 5 or more players	40 , 80	\$ 1.00 per	6.00	12.00
80 ~ 160 with 4 or less players	40 , 80	\$ 1.00 per	6.00	6.00
100 ~ 200 with 5 or more players	50 , 100	\$ 1.00 per	6.00	12.00
100 ~ 200 with 4 or less players	50 , 100	\$ 1.00 per	6.00	6.00
150 ~ 300 with 5 or more players	100 , 150	\$ 1.00 per	7.00	13.00
150 ~ 300 with 4 or less players	100 , 150	\$ 1.00 per	7.00	7.00
200 ~ 400 with 5 or more players	100 , 200	\$ 1.00 per	7.00	14.00
200 ~ 400 with 4 or less players	100 , 200	\$ 1.00 per	7.00	7.00
300 ~ 600 with 5 or more players	200 , 300	\$ 1.00 per	8.00	15.00
300 ~ 600 with 4 or less players	200 , 300	\$ 1.00 per	8.00	8.00
500 ~ 1000 with 5 or more players	300 , 500	\$ 1.00 per	8.00	16.00
500 ~ 1000 with 4 or less players	300 , 500	\$ 1.00 per	8.00	8.00

**\$ 16.00 is the cap for all collection games**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## POKER COLLECTION RATES

### SEVEN CARD HI-LO SPLIT

Limit & number of players	Ante	Jackpot Collection	Designated Table Fee	Forced Bets	Regular Table Fee
3 ~ 6 with 6 or more players	0.50	1.00	1.00	1.00	3.00 per hand
3 ~ 6 with 5 players	0.50	1.00	1.00	1.00	2.00 per hand
3 ~ 6 with 4 or less players	0.50	1.00	1.00	1.00	1.00 per hand
4 ~ 8 with 6 or more players	1.00	1.00	1.00	2.00	3.00 per hand
4 ~ 8 with 5 players	1.00	1.00	1.00	2.00	2.00 per hand
4 ~ 8 with 4 or less players	1.00	1.00	1.00	2.00	1.00 per hand
5 ~ 10 with 6 or more players	1.00	1.00	1.00	2.00	3.00 per hand
5 ~ 10 with 5 players	1.00	1.00	1.00	2.00	2.00 per hand
5 ~ 10 with 4 or less players	1.00	1.00	1.00	2.00	1.00 per hand
10 ~ 20 with 6 or more players	1.00	\$ 1.00 per hand	1.00	3.00	3.00 per hand
10 ~ 20 with 5 players	1.00	\$ 1.00 per hand	1.00	3.00	2.00 per hand
10 ~ 20 with 4 or less players	1.00	\$ 1.00 per hand	1.00	3.00	1.00 per hand
15 ~ 30 with 6 or more players	2.00	\$ 1.00 per hand	1.00	5.00	3.00 per hand
15 ~ 30 with 5 players	2.00	\$ 1.00 per hand	1.00	5.00	2.00 per hand
15 ~ 30 with 4 or less players	2.00	\$ 1.00 per hand	1.00	5.00	1.00 per hand
20 ~ 40 with 6 or more players	3.00	\$ 1.00 per hand	1.00	5.00	3.00 per hand
20 ~ 40 with 5 players	3.00	\$ 1.00 per hand	1.00	5.00	2.00 per hand
20 ~ 40 with 4 or less players	3.00	\$ 1.00 per hand	1.00	5.00	1.00 per hand

**\$ 16.00 is the cap for all collection games**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## POKER COLLECTION RATES

### SEVEN CARD HI-LO SPLIT

Limit & number of players	Ante	Designated Table Fee	Forced Bets	Regular Table Fee
30 ~ 60 with 5 or more players	5.00	1.00	10.00	3.00 Per hand
30 ~ 60 with 4 players	5.00	1.00	10.00	2.00 Per hand
30 ~ 60 with 3 or less players	5.00	1.00	10.00	1.00 Per hand
40 ~ 80 with 5 or more players	5.00	1.00	15.00	3.00 Per hand
40 ~ 80 with 4 players	5.00	1.00	15.00	2.00 Per hand
40 ~ 80 with 3 or less players	5.00	1.00	15.00	1.00 Per hand

Limits	Ante	Jackpot Collection	Forced Bets	New Player *	Table Fee Regular *
50 ~ 100 with 5 or more players	10.00	\$ 1.00 per hand	15.00	5.00	10.00
50 ~ 100 with 4 or less players	10.00	\$ 1.00 per hand	15.00	5.00	5.00
60 ~ 120 with 5 or more players	10.00	\$ 1.00 per hand	20.00	6.00	11.00
60 ~ 120 with 4 or less players	10.00	\$ 1.00 per hand	20.00	6.00	6.00
75 ~ 150 with 5 or more players	15.00	\$ 1.00 per hand	25.00	6.00	11.00
75 ~ 150 with 4 or less players	15.00	\$ 1.00 per hand	25.00	6.00	6.00
100 ~ 200 with 5 or more players	25.00	\$ 1.00 per hand	50.00	6.00	12.00
100 ~ 200 with 4 or less players	25.00	\$ 1.00 per hand	50.00	6.00	6.00
150 ~ 300 with 5 or more players	50.00	\$ 1.00 per hand	50.00	7.00	13.00
150 ~ 300 with 4 or less players	50.00	\$ 1.00 per hand	50.00	7.00	7.00
200 ~ 400 with 5 or more players	75.00	\$ 1.00 per hand	75.00	7.00	14.00
200 ~ 400 with 4 or less players	75.00	\$ 1.00 per hand	75.00	7.00	7.00
300 ~ 600 with 5 or more players	100.00	\$ 1.00 per hand	100.00	8.00	15.00
300 ~ 600 with 4 or less players	100.00	\$ 1.00 per hand	100.00	8.00	8.00
500 ~ 1000 with 5 or more players	200.00	\$ 1.00 per hand	200.00	8.00	16.00
500 ~ 1000 with 4 or less players	200.00	\$ 1.00 per hand	200.00	8.00	8.00

**\$ 16.00 is the cap for all collection games**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## POKER COLLECTION RATES FIVE CARD STUD ( Limit )

Limit	Ante	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$100 Buy-in (Limit)	\$ 2.00	\$ 2.00	\$ 1.00	\$ 4.00 for 6 or more Players
\$100 Buy-in (Limit)	\$ 2.00	\$ 2.00	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$100 Buy-in (Limit)	\$ 2.00	N / A	\$ 1.00	\$ 1.00 for 3 Players or less
\$200 Buy-in (Limit)	\$ 3.00	\$ 2.00	\$ 1.00	\$ 5.00 for 6 or more Players
\$200 Buy-in (Limit)	\$ 3.00	\$ 2.00	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$200 Buy-in (Limit)	\$ 3.00	N / A	\$ 1.00	\$ 1.00 for 3 Players or less
\$300 Buy-in (Limit)	\$ 5.00	\$ 2.00	\$ 1.00	\$ 6.00 for 6 or more Players
\$300 Buy-in (Limit)	\$ 5.00	\$ 2.00	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$300 Buy-in (Limit)	\$ 5.00	N / A	\$ 1.00	\$ 1.00 for 3 Players or less
\$400 Buy-in (Limit)	\$ 5.00	\$ 2.00	\$ 1.00	\$ 7.00 for 6 or more Players
\$400 Buy-in (Limit)	\$ 5.00	\$ 2.00	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$400 Buy-in (Limit)	\$ 5.00	N / A	\$ 1.00	\$ 1.00 for 3 Players or less
\$500 Buy-in (Limit)	\$ 5.00	\$ 2.00	\$ 1.00	\$ 7.00 for 6 or more Players
\$500 Buy-in (Limit)	\$ 5.00	\$ 2.00	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$500 Buy-in (Limit)	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 1.00 for 3 Players or less
\$200 Buy-in ( No Limit )	\$ 3.00	\$ 1.00 per hand	\$ 1.00	\$ 7.00 for 6 or more Players
\$200 Buy-in ( No Limit )	\$ 3.00	\$ 1.00 per hand	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$200 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 1.00 for 3 Players or less
\$300 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 7.00 for 6 or more Players
\$300 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$300 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 1.00 for 3 Players or less
\$500 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 7.00 for 6 or more Players
\$500 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$500 Buy-in ( No Limit )	\$ 5.00	\$ 1.00 per hand	\$ 1.00	\$ 1.00 for 3 Players or less
\$1000 Buy-in ( No Limit )	\$ 10.00	\$ 1.00 per hand	\$ 1.00	\$ 7.00 for 6 or more Players
\$1000 Buy-in ( No Limit )	\$ 10.00	\$ 1.00 per hand	\$ 1.00	\$ 3.00 for 5 or 4 Players
\$1000 Buy-in ( No Limit )	\$ 10.00	\$ 1.00 per hand	\$ 1.00	\$ 1.00 for 3 Players or less

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game.**

Half and Half game will pay the **lowest game rate.**

**UPDATED APRIL 28, 2005**



# California Commerce Casino

## POKER COLLECTION RATES

### DRAW(JACKS OR BETTER)

Limit & number of players	Ante	Jackpot Drop	Designate Table Fee	Regular Table Fee
2 ~ 4 with 6 or more	.50 , .50 , .50	1.00	0.50	1.50 Per hand
2 ~ 4 with 5 players	.50 , .50 , .50	1.00	0.50	1.00 Per hand
2 ~ 4 with 4 or less	.50 , .50 , .50	1.00	0.50	1.00 Per hand
3 ~ 6 with 6 or more	.50 , .50 , .50	1.00	1.00	2.00 Per hand
3 ~ 6 with 5 players	.50 , .50 , .50	1.00	1.00	1.50 Per hand
3 ~ 6 with 4 or less	.50 , .50 , .50	1.00	1.00	1.00 Per hand
5 ~ 10 with 6 or more	1 , 1	1.00	1.00	3.00 Per hand
5 ~ 10 with 5 players	1 , 1	1.00	1.00	2.00 Per hand
5 ~ 10 with 4 or less	1 , 1	1.00	1.00	1.50 Per hand
10 ~ 20 with 6 or more	2 , 1 , 1	1.00	1.00	4.00 Per hand
10 ~ 20 with 5 players	2 , 1 , 1	1.00	1.00	3.00 Per hand
10 ~ 20 with 4 or less	2 , 1 , 1	1.00	1.00	2.00 Per hand
10 ~ 20 Hi-Lo with 6 or more	2 , 1 , 1	N / A	1.00	4.00 Per hand
10 ~ 20 Hi-Lo with 5 players	2 , 1 , 1	N / A	1.00	3.00 Per hand
10 ~ 20 Hi-Lo with 4 or less	2 , 1 , 1	N / A	1.00	2.00 Per hand
20 ~ 40 with 6 or more	5 , 5 , 5	N / A	1.00	4.00 Per hand
20 ~ 40 with 5 players	5 , 5 , 5	N / A	1.00	3.00 Per hand
20 ~ 40 with 4 or less	5 , 5 , 5	N / A	1.00	2.00 Per hand
25 ~ 50 with 6 or more	5 , 5 , 5	N / A	1.00	4.00 Per hand
25 ~ 50 with 5 players	5 , 5 , 5	N / A	1.00	3.00 Per hand
25 ~ 50 with 4 or less	5 , 5 , 5	N / A	1.00	2.00 Per hand
25 ~ 50 HI-Lo with 6 or more	5 , 5 , 5	N / A	1.00	4.00 Per hand
25 ~ 50 HI-Lo with 5 players	5 , 5 , 5	N / A	1.00	3.00 Per hand
25 ~ 50 HI-Lo with 4 or less	5 , 5 , 5	N / A	1.00	2.00 Per hand
30 ~ 60 with 6 or more	5 , 5 , 5	N / A	1.00	4.00 Per hand
25 ~ 50 HI-Lo with 5 players	5 , 5 , 5	N / A	1.00	3.00 Per hand
25 ~ 50 HI-Lo with 4 or less	5 , 5 , 5	N / A	1.00	2.00 Per hand
40 ~ 80 with 6 or more	10 , 10 , 10 , 10	N / A	1.00	4.00 Per hand
40 ~ 80 with 5 players	10 , 10 , 10 , 10	N / A	1.00	3.00 Per hand
40 ~ 80 with 4 or less	10 , 10 , 10 , 10	N / A	1.00	2.00 Per hand

**\$ 16.00 is the cap for all collection games.**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game.**

Half and Half game will pay the **lowest game rate.**

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

UPDATED APRIL 28, 2005

# California Commerce Casino

## POKER COLLECTION RATES

### LOWBALL

Limit & number of players	Blind	Jackpot Collection	Designate Table Fee	Regular Table Fee	
2 ~ 4 with 6 or more	2	1.00	0.50	2.00	Per hand
2 ~ 4 with 5 players	2	1.00	0.50	1.00	Per hand
2 ~ 4 with 4 or less	2	1.00	0.50	1.00	Per hand
3 ~ 6 with 6 or more	3	1.00	1.00	2.50	Per hand
3 ~ 6 with 5 players	3	1.00	1.00	1.50	Per hand
3 ~ 6 with 4 or less	3	1.00	1.00	1.00	Per hand
5 ~ 10 with 6 or more	5	1.00	1.00	3.00	Per hand
5 ~ 10 with 5 players	5	1.00	1.00	2.00	Per hand
5 ~ 10 with 4 or less	5	1.00	1.00	1.00	Per hand
10 ~ 20 with 7 or more	5, 5, 10	1.00	1.00	3.00	Per hand
10 ~ 20 with 6 players	5, 5, 10	1.00	1.00	2.00	Per hand
10 ~ 20 with 5 or less	5, 5, 10	1.00	1.00	1.00	Per hand
15 ~ 30 with 7 or more	5, 10, 15	\$ 1.00 per hand	1.00	3.00	Per hand
15 ~ 30 with 6 players	5, 10, 15	\$ 1.00 per hand	1.00	2.00	Per hand
15 ~ 30 with 5 or less	5, 10, 15	\$ 1.00 per hand	1.00	1.00	Per hand
20 ~ 40 with 7 or more	10, 10, 20	\$ 1.00 per hand	1.00	3.00	Per hand
20 ~ 40 with 6 players	10, 10, 20	\$ 1.00 per hand	1.00	2.00	Per hand
20 ~ 40 with 5 or less	10, 10, 20	\$ 1.00 per hand	1.00	1.00	Per hand

Limits	Blind	Jackpot Collection	Table Fee	
			New Player *	Regular *
30 ~ 60 With 5 or more	10, 20, 30	\$ 1.00 per hand	5.00	9.00
30 ~ 60 With 4 or less players	10, 20, 30	\$ 1.00 per hand	5.00	5.00
50 ~ 100 with 5 or more players	25, 25, 50	\$ 1.00 per hand	5.00	10.00
50 ~ 100 with 4 or less players	25, 25, 50	\$ 1.00 per hand	5.00	5.00
60 ~ 120 with 5 or more players	20, 40, 60	\$ 1.00 per hand	6.00	11.00
60 ~ 120 with 4 or less players	20, 40, 60	\$ 1.00 per hand	6.00	6.00
75 ~ 100 with 5 or more players	25, 50, 75	\$ 1.00 per hand	6.00	11.00
75 ~ 100 with 4 or less players	25, 50, 75	\$ 1.00 per hand	6.00	6.00
100 ~ 200 with 5 or more players	50, 50, 100	\$ 1.00 per hand	6.00	12.00
100 ~ 200 with 4 or less players	50, 50, 100	\$ 1.00 per hand	6.00	6.00
150 ~ 300 with 5 or more players	50, 100, 150	\$ 1.00 per hand	7.00	13.00
150 ~ 300 with 4 or less players	50, 100, 150	\$ 1.00 per hand	7.00	7.00
200 ~ 400 with 5 or more players	100, 100, 200	\$ 1.00 per hand	7.00	14.00
200 ~ 400 with 4 or less players	100, 100, 200	\$ 1.00 per hand	7.00	7.00
300 ~ 600 with 5 or more players	100, 200, 300	\$ 1.00 per hand	8.00	15.00
300 ~ 600 with 4 or less players	100, 200, 300	\$ 1.00 per hand	8.00	8.00
400 ~ 800 with 5 or more players	200, 200, 400	\$ 1.00 per hand	8.00	16.00
400 ~ 800 with 4 or less players	200, 200, 400	\$ 1.00 per hand	8.00	8.00

**\$ 16.00 is the cap for all collection games.**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

**UPDATED APRIL 28, 2005**

## *California Commerce Casino*

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

### POKER COLLECTION RATES

#### CRAZY PINEAPPLE HI-LO SPLIT( Eight or better )

Limit & number of players		Blinds	Jackpot Collection	Designated Table Fee	Regular Table Fee
3~6	with 8 or more players	1 , 3	1.00	1.00	\$3 per hand
3~6	with 7 players	1 , 3	1.00	1.00	\$2 per hand
3~6	with 6 or less players	1 , 3	1.00	1.00	\$1 per hand
3~6 W/ Kill	with 8 or more players	1 , 3	1.00	1.00	\$3 per hand
3~6 W/ Kill	with 7 players	1 , 3	1.00	1.00	\$3 per hand
3~6 W/ Kill	with 6 or less players	1 , 3	1.00	1.00	\$2 per hand
6~12	with 8 or more players	3 , 6	1.00	1.00	\$4 per hand
6~12	with 7 players	3 , 6	1.00	1.00	\$3 per hand
6~12	with 6 or less players	3 , 6	1.00	1.00	\$1 per hand
6~12 W/ Kill	with 8 or more players	3 , 6	1.00	1.00	\$4 per hand
6~12 W/ Kill	with 7 players	3 , 6	1.00	1.00	\$3 per hand
6~12 W/ Kill	with 6 or less players	3 , 6	1.00	1.00	\$1 per hand
10~20	with 8 or more players	5 , 10	\$ 1.00 per hand	1.00	\$4 per hand
10~20	with 7 players	5 , 10	\$ 1.00 per hand	1.00	\$3 per hand
10~20	with 6 or less players	5 , 10	\$ 1.00 per hand	1.00	\$2 per hand
15~30	with 8 or more players	5 , 15	\$ 1.00 per hand	1.00	\$4 per hand
15~30	with 7 players	5 , 15	\$ 1.00 per hand	1.00	\$3 per hand
15~30	with 6 or less players	5 , 15	\$ 1.00 per hand	1.00	\$2 per hand
20~40	with 8 or more players	10 , 20	\$ 1.00 per hand	1.00	\$4 per hand
20~40	with 7 players	10 , 20	\$ 1.00 per hand	1.00	\$3 per hand
20~40	with 6 or less players	10 , 20	\$ 1.00 per hand	1.00	\$2 per hand

Please inform Shift Manager when a game is larger than listed.

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

**UPDATED APRIL 28, 2005**

# California Commerce Casino

## POKER COLLECTION RATE

### MEXICAN POKER

Limit & number of players	Ante	Jackpot Collection	Designated Table Fee	Forced Bet	Regular Table Fee
2-4 with 6 or more players	\$ 0.50	\$0. 50	\$0. 50	\$2.00	\$2.50 per hand
2-4 with 5 players	\$ 0.50	\$0. 50	\$0. 50	\$2.00	\$1.50 per hand
2-4 with 4 or less players	\$ 0.50	\$0. 50	\$0. 50	\$2.00	\$1.00 per hand
3-6 with 6 or more players	\$ 0.50	\$0. 50	\$ 1.00	\$3.00	\$2.50 per hand
3-6 with 5 players	\$ 0.50	\$0. 50	\$ 1.00	\$3.00	\$2.00 per hand
3-6 with 4 or less players	\$ 0.50	\$0. 50	\$ 1.00	\$3.00	\$1.00 per hand
4-8 with 6 or more players	\$ 1.00	\$0. 50	\$ 1.00	\$4.00	\$3.00 per hand
4-8 with 5 players	\$ 1.00	\$0. 50	\$ 1.00	\$4.00	\$2.50 per hand
4-8 with 4 or less players	\$ 1.00	\$0. 50	\$ 1.00	\$4.00	\$2.00 per hand
6-12 with 6 or more players	\$ 1.00	\$0. 50	\$ 1.00	\$6.00	\$4.00 per hand
6-12 with 5 players	\$ 1.00	\$0. 50	\$ 1.00	\$6.00	\$3.00 per hand
6-12 with 4 or less players	\$ 1.00	\$0. 50	\$ 1.00	\$6.00	\$2.00 per hand
9-18 with 6 or more players	\$ 1.00	\$0. 50	\$ 1.00	\$9.00	\$4.00 per hand
9-18 with 5 players	\$ 1.00	\$0. 50	\$ 1.00	\$9.00	\$3.00 per hand
9-18 with 4 or less players	\$ 1.00	\$0. 50	\$ 1.00	\$9.00	\$2.00 per hand

### MEXICAN POKER (No Limit)

Buy-in & number of players	Ante	Jackpot Collection	Designated Table Fee	Forced Bet	Designated Table Fee
\$100 buy-in with 4 or more players	\$ 2.00	\$0. 50	\$ 1.00	\$ 5.00	\$3.00 per hand
\$100 buy-in with 3 or less players	\$ 2.00	\$0. 50	\$ 1.00	\$ 5.00	\$2.00 per hand
\$200 buy-in with 4 or more players	\$ 2.00	\$0. 50	\$ 1.00	\$ 10.00	\$4.00 per hand
\$200 buy-in with 3 or less players	\$ 2.00	\$0. 50	\$ 1.00	\$ 10.00	\$3.00 per hand
\$300 buy-in with 4 or more players	\$ 3.00	\$0. 50	\$ 1.00	\$ 15.00	\$4.00 per hand
\$300 buy-in with 3 or less players	\$ 3.00	\$0. 50	\$ 1.00	\$ 15.00	\$3.00 per hand
\$500 buy-in with 4 or more players	\$ 3.00	\$0. 50	\$ 1.00	\$ 20.00	\$5.00 per hand
\$500 buy-in with 3 or less players	\$ 3.00	\$0. 50	\$ 1.00	\$ 20.00	\$4.00 per hand

Please inform Shift Manager when a game is larger than listed.

**No Jackpot Drop when a 9 handed game becomes 4 handed or less.**

**No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.**

UPDATED APRIL 28, 2005

# California Commerce Casino

## POKER COLLECTION RATES

### POT LIMIT HOLD'EM

Blind	Jackpot Collection	Desingtated table fee*	Table fee
2, 3, 5	\$ 1.00 per hand	1.00	
2, 3, 5, 10	\$ 1.00 per hand	1.00	
5, 5, 10 with 6 or more players	\$ 1.00 per hand	1.00	
5, 10, 15 with 6 or more players	\$ 1.00 per hand	1.00	
5, 10, 25 with 6 or more players	\$ 1.00 per hand	6.00	11.00
5, 10, 25 with 5 or less players	\$ 1.00 per hand	6.00	6.00
25, 25, 50 with 6 or more players	\$ 1.00 per hand	7.00	13.00
25, 25, 50 with 5 or less players	\$ 1.00 per hand	7.00	7.00

**\* Per Player Per Half Hour Collection Rate**

### NO LIMIT HOLD'EM

Blind	Jackpot Collection	Desingtated table fee*	Table Fee
3, 5	\$ 1.00 per hand	1.00	
3, 5	\$ 1.00 per hand	1.00	
5, 10	\$ 1.00 per hand	1.00	
5, 10	\$ 1.00 per hand	1.00	
10, 15	\$ 1.00 per hand	1.00	
10, 15	\$ 1.00 per hand	1.00	
15, 25	\$ 1.00 per hand	5.00	10.00
15, 25	\$ 1.00 per hand	5.00	5.00
25, 50	\$ 1.00 per hand	6.00	12.00
25, 50	\$ 1.00 per hand	6.00	6.00

**\* Per Player Per Half Hour Collection Rate**

### NO LIMIT HOLD'EM

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee	Regular Table Fee
3, 5 with 7 or more players	5, 10	\$ 1.00 per hand	1.00	5.00 Per hand
3, 5 with 6 players	5, 10	\$ 1.00 per hand	1.00	3.00 Per hand
3, 5 with 5 players	5, 10	\$ 1.00 per hand	1.00	2.00 Per hand
3, 5 with 4 or less players	5, 10	\$ 1.00 per hand	1.00	1.00 Per hand
5, 10 with 7 or more players	5, 15	\$ 1.00 per hand	1.00	5.00 Per hand
5, 10 with 6 players	5, 15	\$ 1.00 per hand	1.00	3.00 Per hand
5, 10 with 5 players	5, 15	\$ 1.00 per hand	1.00	2.00 Per hand
5, 10 with 4 or less players	5, 15	\$ 1.00 per hand	1.00	1.00 Per hand
10, 15 with 7 or more players	10, 20	\$ 1.00 per hand	1.00	5.00 Per hand
10, 15 with 6 players	10, 20	\$ 1.00 per hand	1.00	3.00 Per hand
10, 15 with 5 players	10, 20	\$ 1.00 per hand	1.00	2.00 Per hand

**UPDATED APRIL 28, 2005**

## *California Commerce Casino*

10, 15 with 4 or less players	10 , 20	\$ 1.00 per hand	1.00	1. 00 Per hand
10, 20 with 7 or more players	20 , 30	\$ 1.00 per hand	1.00	5. 00 Per hand
10, 20 with 6 players	20 , 30	\$ 1.00 per hand	1.00	3. 00 Per hand
10, 20 with 5 players	20 , 30	\$ 1.00 per hand	1.00	2. 00 Per hand
10, 20 with 4 or less players	20 , 30	\$ 1.00 per hand	1.00	1. 00 Per hand
20, 20 with 7 or more players	20 , 40	\$ 1.00 per hand	1.00	5. 00 Per hand
20, 20 with 6 players	20 , 40	\$ 1.00 per hand	1.00	3. 00 Per hand
20, 20 with 5 players	20 , 40	\$ 1.00 per hand	1.00	2. 00 Per hand
20, 20 with 4 or less players	20 , 40	\$ 1.00 per hand	1.00	1. 00 Per hand

UPDATED APRIL 28, 2005

## *California Commerce Casino*

### NO BUST BLACKJACK

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER	PLAYER
		TABLE FEE	
\$ 2 to \$ 10	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 5 to \$ 20	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet

For No Bust Blackjack, if player request a Limit that is not listed, please apply the collection rates of the Super 9.

### CALIFORNIA SECTION GAMES COLLECTION RATES

#### PAI GOW (TILES)

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER	PLAYER
		TABLE FEE	
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 2.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 2.00 per hand	\$ 3.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 2.00 per hand	\$ 5.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 10.00 per bet
\$ 500 to \$ 2,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 20.00 per bet
\$ 1,000 to \$ 5,000	\$ 1.00 per hand	\$ 10.00 per hand	\$ 50.00 per bet

#### 21<sup>st</sup> CENTURY BACCARAT

##### Face Up & Face Down Version

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER	PLAYER
		TABLE FEE	
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 200	\$ 1.00 per hand	\$ 3.00 per hand	\$ 2.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 200 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet
\$ 300 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet
\$ 500 to \$ 1,000	\$ 1.00 per hand	\$ 5.00 per hand	\$ 4.00 per bet

UPDATED JUNE 27, 2006

# California Commerce Casino

## POKER COLLECTION RATES

### Triple draw

Limit & number of players	Blind	Designated Table Fee <i>Note 1</i>	Regular Table Fee
2 ~ 4 with 6 or more	2	0.50	3.00 Per hand
2 ~ 4 with 5 players	2	0.50	2.00 Per hand
2 ~ 4 with 4 or less	2	0.50	1.00 Per hand
3 ~ 6 with 6 or more	3	1.00	3.50 Per hand
3 ~ 6 with 5 players	3	1.00	2.50 Per hand
3 ~ 6 with 4 or less	3	1.00	1.00 Per hand
5 ~ 10 with 6 or more	5	1.00	4.00 Per hand
5 ~ 10 with 5 players	5	1.00	2.00 Per hand
5 ~ 10 with 4 or less	5	1.00	1.00 Per hand
10 ~ 20 with 7 or more	5, 5, 10	1.00	4.00 Per hand
10 ~ 20 with 6 players	5, 5, 10	1.00	2.00 Per hand
10 ~ 20 with 5 or less	5, 5, 10	1.00	1.00 Per hand
15 ~ 30 with 7 or more	5, 10, 15	1.00	4.00 Per hand
15 ~ 30 with 6 players	5, 10, 15	1.00	2.00 Per hand
15 ~ 30 with 5 or less	5, 10, 15	1.00	1.00 Per hand
20 ~ 40 with 7 or more	10, 10, 10	1.00	4.00 Per hand
20 ~ 40 with 6 players	10, 10, 10	1.00	2.00 Per hand
20 ~ 40 with 5 or less	10, 10, 10	1.00	1.00 Per hand

Limits	Blind	Table Fee	
		New Player *	Regular *
30 ~ 60 With 5 or more	10, 20, 30	5.00	10.00
30 ~ 60 With 4 or less	10, 20, 30	5.00	5.00
50 ~ 100 with 5 or more	25, 25, 50	5.00	11.00
50 ~ 100 with 4 or less	25, 25, 50	5.00	5.00
60 ~ 120 with 5 or more	20, 40, 60	6.00	12.00
60 ~ 120 with 4 or less	20, 40, 60	6.00	6.00
75 ~ 100 with 5 or more	25, 50, 75	6.00	12.00
75 ~ 100 with 4 or less	25, 50, 75	6.00	6.00
100 ~ 200 with 5 or more	50, 50, 100	6.00	13.00
100 ~ 200 with 4 or less	50, 50, 100	6.00	6.00
150 ~ 300 with 5 or more	50, 100, 150	7.00	14.00
150 ~ 300 with 4 or less	50, 100, 150	7.00	7.00
200 ~ 400 with 5 or more	100, 100, 200	7.00	15.00
200 ~ 400 with 4 or less	100, 100, 200	7.00	7.00
300 ~ 600 with 5 or more	100, 200, 300	8.00	16.00
300 ~ 600 with 4 or less	100, 200, 300	8.00	8.00
400 ~ 800 with 5 or more	200, 200, 400	8.00	17.00
400 ~ 800 with 4 or less	200, 200, 400	8.00	8.00

**\$ 17.00 is the cap for all collection games.**

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game.**

**UPDATED 11/17/2006**

**PAGE 23 OF 27**



# California Commerce Casino

## POKER COLLECTION RATES

### Badugi

Limit & number of players	Blind	Designated Table Fee <i>Note 1</i>	Regular Table Fee	
2 ~ 4 with 6 or more	2	0.50	3.00	Per hand
2 ~ 4 with 5 players	2	0.50	2.00	Per hand
2 ~ 4 with 4 or less	2	0.50	1.00	Per hand
3 ~ 6 with 6 or more	3	1.00	3.50	Per hand
3 ~ 6 with 5 players	3	1.00	2.50	Per hand
3 ~ 6 with 4 or less	3	1.00	1.00	Per hand
5 ~ 10 with 6 or more	5	1.00	4.00	Per hand
5 ~ 10 with 5 players	5	1.00	2.00	Per hand
5 ~ 10 with 4 or less	5	1.00	1.00	Per hand
10 ~ 20 with 7 or more	5, 5, 10	1.00	4.00	Per hand
10 ~ 20 with 6 players	5, 5, 10	1.00	2.00	Per hand
10 ~ 20 with 5 or less	5, 5, 10	1.00	1.00	Per hand
15 ~ 30 with 7 or more	5, 10, 15	1.00	4.00	Per hand
15 ~ 30 with 6 players	5, 10, 15	1.00	2.00	Per hand
15 ~ 30 with 5 or less	5, 10, 15	1.00	1.00	Per hand
20 ~ 40 with 7 or more	10, 10, 10	1.00	4.00	Per hand
20 ~ 40 with 6 players	10, 10, 10	1.00	2.00	Per hand
20 ~ 40 with 5 or less	10, 10, 10	1.00	1.00	Per hand

Limits	Blind	Table Fee	
		New Player *	Regular *
30 ~ 60 With 5 or more	10, 20, 30	5.00	10.00
30 ~ 60 With 4 or less	10, 20, 30	5.00	5.00
50 ~ 100 with 5 or more	25, 25, 50	5.00	11.00
50 ~ 100 with 4 or less	25, 25, 50	5.00	5.00
60 ~ 120 with 5 or more	20, 40, 60	6.00	12.00
60 ~ 120 with 4 or less	20, 40, 60	6.00	6.00
75 ~ 100 with 5 or more	25, 50, 75	6.00	12.00
75 ~ 100 with 4 or less	25, 50, 75	6.00	6.00
100 ~ 200 with 5 or more	50, 50, 100	6.00	13.00
100 ~ 200 with 4 or less	50, 50, 100	6.00	6.00
150 ~ 300 with 5 or more	50, 100, 150	7.00	14.00
150 ~ 300 with 4 or less	50, 100, 150	7.00	7.00
200 ~ 400 with 5 or more	100, 100, 200	7.00	15.00
200 ~ 400 with 4 or less	100, 100, 200	7.00	7.00
300 ~ 600 with 5 or more	100, 200, 300	8.00	16.00
300 ~ 600 with 4 or less	100, 200, 300	8.00	8.00
400 ~ 800 with 5 or more	200, 200, 400	8.00	17.00
400 ~ 800 with 4 or less	200, 200, 400	8.00	8.00



*Commerce Casino*

L. A. 's F R I E N D L I E S T

**NO BUST  
21<sup>st</sup> Century  
BLACKJACK<sup>©</sup>**

**4.01**

Submitted by:

**Andrew A. Schneiderman**

Vice President/General Counsel

August 14, 2006

# No Bust 21<sup>st</sup> Century Blackjack<sup>©</sup>

No Bust 21st Century Blackjack<sup>©</sup> is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

\*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 <sup>st</sup> Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

## OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half or "Natural." (This hand pays 6 to 5 odds.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

## VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
  - a) 11 and a half on first two cards when the other card has a value of 10.
  - b) 1 or 11 when combined with cards valued at 2-9.
  - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

### RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

### ROUND OF PLAY

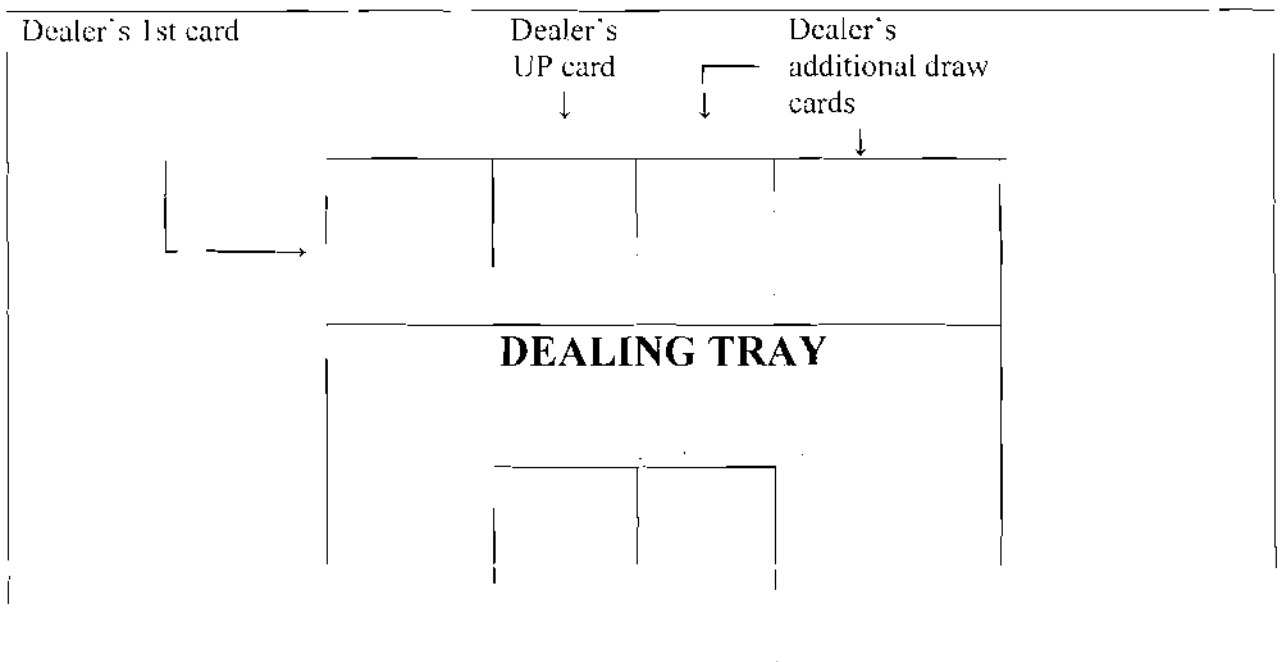
1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
  - a)  $11^{1/2}$  on first two cards with all cards with the value of 10's.
  - b) 1 or 11 with all cards with value of 2-9.
  - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for

- the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
  6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
  7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
  8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
  9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

<b>Rules For Player</b>		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

<b>Rules For Player/Dealer</b>		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player/Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

### **GAME RULES**

1. A "Natural" ( $21^{1/2}$ ) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural," the following will apply:
  - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
  - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.
8. A two card  $21^{1/2}$  beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.

12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

### **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of a Natural. The Player must place a second wager equal to the original wager. The Player will only receive one hit card regardless of the total.
- There is no additional collection fee on a double-down executed by a Player.

- **SPLIT**

- Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
- There is no additional collection fee on a split executed by a Player.

- **SURRENDER**

- Players can surrender at anytime if the value of their hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited to the Player Dealer. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.

- **ODDS**

- Any Blackjack hand pays 6 to 5

- **INSURANCE**

- When the Dealer has an Ace showing, Players can take insurance by betting half ( $1/2$ ) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.



All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

### LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.



*Commerce Casino*

L. A. ' S F R I E N D L I E S T

# **NO BUST BLACKJACK**

WITH ELECTRO-MECHANICAL SHUFFLER

## OBJECT OF THE GAME

Players compete against a rotating player-dealer to obtain the better hand. There are six player positions. Players receive two cards and may, at their discretion, draw additional cards. The value of a player's hand is determined by adding the assigned numerical value all cards in their hand.

## VALUE OF CARDS

No-Bust Blackjack is played with a plural standard deck of cards with up to one joker added per deck. The game can be played with a minimum of two (2) and a maximum of eight (8) decks.

- Two jokers dealt as the first two cards is the best possible hand and is also know as a "Natural".
- One joker dealt with any other card regardless of value is the second best hand. The joker in this case is "wild".
- An ace has a value of either 1 or 11.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

Although the game can be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card Shuffler (DCS) system. The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) one display monitor that is placed in front of the dealer; d) two chip recognizing portals that are in front of each monitor (total of 12 portals), and e) the computer processor that is placed directly underneath the dealing unit and is affixed to the table. The DCS method of shuffling and dealing are described on the attached No Bust Blackjack Digital Card System Shuffle Process description and Electro-Mechanical Shufflers Comparative Analysis.

This DCS shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, seven monitors and twelve portals) are simultaneously linked via data cables and the system is powered by 120V electricity.

The visible part of the DCS unit, on the left side of the dealing tray, has buttons labeled "Deal", "Stand", "Hit", "Double Down", and "Split". By pressing the "Deal" button, the computer processor randomly deals digital cards to every player, similar to a casino dealer pitching a paper card to the players. The dealer uses the remaining buttons to implement decisions made by each player.

Two separate portals are placed in front of each monitor. One is designated for the collection and the other is for the bets. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The presence of chips is then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the absence of a collection and hence, will not deliver cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on the appropriate player's monitor. In addition, each time a card is dealt to a player, the updated player's score is displayed on the monitor. Each player will be able to see other players' hands and observe each individuals playing strategy.

Each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- ♦ Verification of the initial wager and collection.
  - ♦ Each player's hand content,
  - ♦ Other players' hand contents,
  - ♦ Each new card that is dealt,
  - ♦ "Suggested Play" strategy.
  - ♦ "Real Time" updated hand tally (score) as the cards are being dealt.
  - ♦ The disposition of each player's hand after completion of the round of play.
- Green border and the word "Winner" for winning hands. Red border and the words "No Win" for losing hands. Yellow border and the word "Push" for ties.

## RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two jokers are added to the deck for a total of 54 cards in the deck. The system can accommodate from two to eight decks of cards.

RANKING CHART	
CARD	VALUE
Ace	1 or 11
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
Jack	10
Queen	10
King	10
Joker	Wild

## RULES FOR PLAYERS

MUST STAND ON	MUST HIT ON	HAVE OPTION ON
Soft & Hard 20 Soft & Hard 21 21	11 or Less	12
		13
		14
		15
		16
		17
		18
		19

## RULES FOR PLAYER/DEALER

MUST STAND ON	MUST HIT ON	HAVE OPTION ON
Hard 17 and Above	Soft 17 or Less	None

## COLLECTIONS

Collections are taken at the beginning of each round of play. After gathering the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. At the conclusion of each round of play, the casino dealer drops the total amount of collections. Each player pays the following pre-determined collection at the beginning of each round.

### NO BUST BLACKJACK

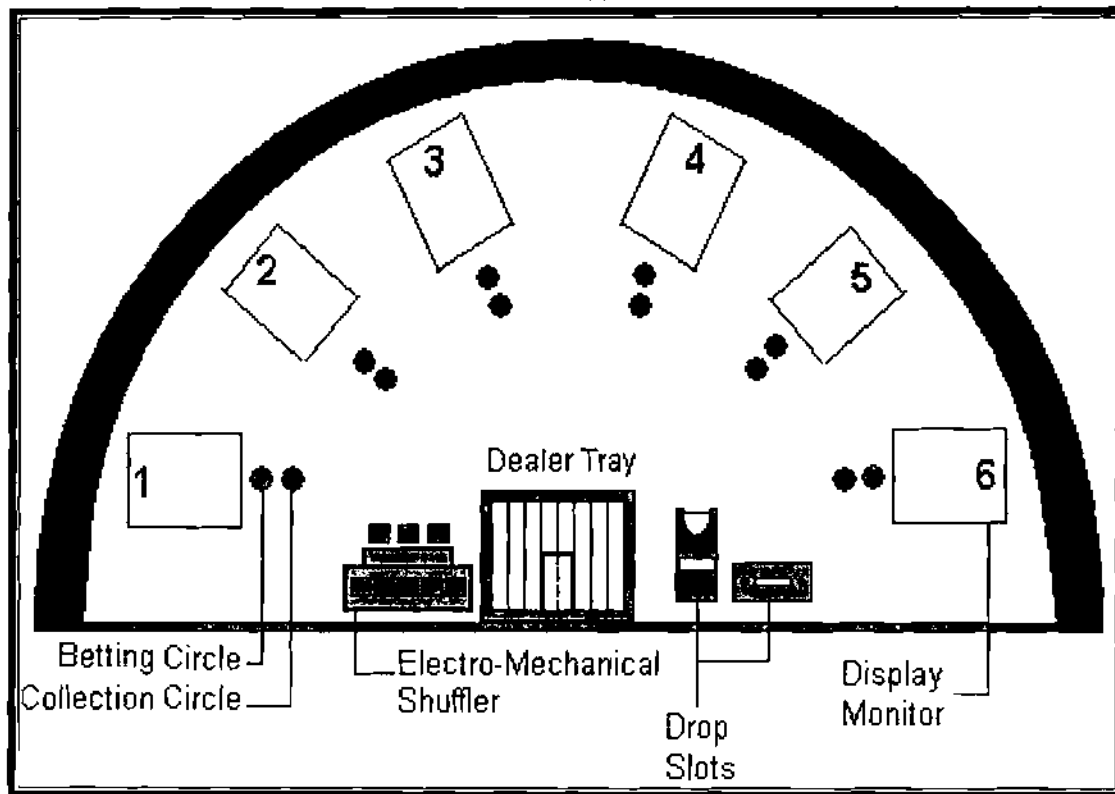
LIMIT	JACKPOT Collection	PLAYER-DEALER Table Fee	Player
\$ 2 to \$ 10	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 5 to \$ 20	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet

## ROUND OF PLAY

To begin play, the "action button" (the icon used to designate the dealer/player) is placed at first base or position one. Players place their initial wager and their collection in the designated areas on the table layout. A round of play begins when the house collects the table fee ("collection") and the initial two cards are dealt to each player. The collection is taken at the beginning of each round; no other collections are taken until that round is complete and wagers are settled.

- i. No Bust Blackjack is played on a raised table with six players who face the dealer in a 180-degree seating arrangement (see below). The casino dealer stands opposite of the players, in the center of the table. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other table games, all action and the deal of the cards move in a clockwise direction from seat number one to number six.
- ii. The house dealer calls verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the house dealer takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play.

TABLE DIAGRAM



- iv. The game utilizes from two to eight standard 52-card decks with two added Jokers.
- v. All tables will have nomenclature (signage) on the tables specifying the name of the games, limits of the games, the collection rates and the betting limits.
- vi. Once players have placed their bets and collections, the dealer retrieves the collections and then presses the "Deal" button on the dealing unit. The cards then deal out beginning at position one and continuing around the table to position six and then finally to the dealer position.
- vii. Beginning with the player who has the "action button" on their screen, and moving clockwise around the table, players then make decisions on whether to take another card (hit) or to not take another card (stand). Once the final player has made a decision, the play comes to the dealer's hand. The dealer simply presses the deal key, the dealer's down card turns over and the game automatically deals out cards hitting on a score of 16 or below, standing on a score of 17 or above.
- viii. When the dealer's hand is determined, the border of each player's screen changes color to notify the player of the disposition of her hand as compared with the player-dealer's hand. In addition, the outcome of each player's hand is reflected on her screen in words that describe the outcome of that round. The border around the screen of a player with a winning hand will become green in color and the word "Winner" in green will appear across the middle of the player's screen. The border around the screen of a player with a losing hand will turn red in color with the words "No Win" in red appearing across the player's screen. In the event of a tie, the border of the player's screen will turn the color yellow and the word "Push" will appear across the player's screen, also in yellow.
- ix. The dealer will then collect the losing bets, pay the winning bets and push the tie bets.
- x. Once all wagers have been settled, the dealer presses the deal button and the next round is ready to begin. Play continues in this fashion until the red "cut" card appears in the shoe window. The cut card will display the words "Shuffle Pending". The appearance of the cut card signifies to all the players that this is the last hand to be played from this shoe. After completion of that round of play, the electromechanical shuffler will shuffle the cards, the dealer will cut the cards by depressing the deal button and play will continue as described.

## GAME RULES

- 1) A "natural 22" (the first two cards dealt to a single hand are jokers) is the best possible hand. If the player and the player-dealer's hands are both a "natural", the hand is a push or tie, and no action is taken on the wager.
- 2) If a player's total is less than a "natural" and the player-dealer's total is equal to or greater than a "natural", the player wins the hand.
- 3) If a player's total is less than a "Natural" and the player-dealer's hand is less than a "Natural", the hand closest to a "Natural" wins.
- 4) If a player and the player-dealer have the same total and it is less than a "Natural", the hand is a push or tie, and no action is taken on the wager.

- 5) If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
  - A) If the player-dealer is closer to a "Natural", the player-dealer wins the hand.
  - B) If the player is closer to a "Natural", the result is a push or tie and no action is taken on the wager.
- 6) The dealer wins all ties or pushes over a "Natural".
- 7) If a player's total is greater than a "Natural" and the player-dealer has less than a "Natural", the player-dealer wins.
- 8) If the player-dealer's first up card is a joker, all hands are frozen on the table. The dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
- 9) No player may double down, surrender or split when the player-dealer is dealt a joker as her first up card.
- 10) If the player/dealer's first up card is not a joker, the house dealer will draw as many cards as permitted (after all players have made their hands) up to a hard 17 or higher.
- 11) Players with a non-joker hand have the option to draw additional cards to make their best hand.
- 12) Players who receive a joker as one of their first two cards cannot draw an additional card.
- 13) Double-Down, Split, Surrender & Odds
  - A) Players can double-down on the first two cards dealt to them. The player must place a second wager equal to the wager she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
  - B) Players can split any pair of two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand possible.
  - C) Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager she originally placed prior to the start of the game.
  - D) Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.
  - E) Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the player-dealer's second card is dealt. Their (the player's) play for that hand will cease.



- F) Players cannot double-down, split or surrender when the player-dealer's first card dealt is a joker.
- G) There is no extra collection fee taken by the casino on any double-down or split.
- H) Player's joker-joker or "Natural" pays 2 to 1. All other hands pay even money.
- I) All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

## **LEGAL**

The player-dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409.



*Commerce Casino*

L. A. 's F R I E N D L I E S T

**No Bust  
21<sup>st</sup> CENTURY  
BLACKJACK**

**SECOND CHANCES**

## OBJECT OF THE GAME

The object of No Bust 21st Century Blackjack is to form a hand that is a "Natural" or as close to "21" as possible, without exceeding it. A player does not bust by exceeding 21 but can only Push. A "Natural" hand beats all other hands and players are paid 2 to 1 odds. Any two card "21" is the second best hand and players are paid 6 to 5 odds. A player wins by obtaining a higher ranked hand than the Player/Dealer.

## DEFINITIONS:

**Action button:** determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table.

**Blackjack:** A two card hand containing an Ace and any ten-valued card.

**(DCS) System:** DigiDeal's patented Digital Card Shuffler (DCS) system that is an approved game aid for No Bust 21<sup>st</sup> Century Blackjack.

**Double Down:** Player option to double the bet and receive one, and only one, Hit card.

**Hit:** Player option to draw another card to the hand

**Insurance:** Player option that can be exercised if the Player-Dealer's up-card is an Ace. Player may place additional wager in the amount of half of the original bet that the Player/Dealer will have Blackjack. .

**Natural:** Two Jokers dealt as a player's first two cards. This hand pays 2 to 1.

**Second Chance:** Player may forfeit half of their wager and ask for replacement of their Hit card once in every hand. The dealer will discard the Hit card and deliver the player with a new Hit card.

**Odds:** Player's "Natural" pays 2 to 1. Blackjack hands pays 6 to 5

**Push:** Tie

**Split Pairs:** Player' option to split matching pairs of cards into two separate hands, and play them independently.

**Stand:** Player's option to not take a Hit card

**Surrender:** Player's option to fold prior to Standing or taking a Hit card and forfeit half of the original bet.

## TABLE FEE AND JACKPOT COLLECTIONS

Table Fee and Jackpot collections are taken at the beginning of each round of play. After gathering the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. At the conclusion of each round of play, the casino dealer drops the total amount of collections into the drop box. Each player pays the following pre-determined collection at the beginning of each round.

LIMIT	JACKPOT	PLAYER-DEALER	PLAYER
\$ 2 to \$ 10	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 5 to \$ 20	\$ 1.00 per hand	\$ 1.00 per hand	\$ 0.50 per bet
\$ 10 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 25 to \$ 100	\$ 1.00 per hand	\$ 2.00 per hand	\$ 1.00 per bet
\$ 50 to \$ 300	\$ 1.00 per hand	\$ 4.00 per hand	\$ 2.00 per bet
\$ 100 to \$ 500	\$ 1.00 per hand	\$ 5.00 per hand	\$ 3.00 per bet

## VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game is played with a shoe containing a minimum of one (1) and a maximum of eight (8) decks with at least two Jokes.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural".
- Any two card hand that totals 21 (Ace with any face card or 10) is the second best hand (Blackjack). Blackjack hand beats all other hands with the exception of Natural hands.
- Aces have a value of either 1 or 11.
- Jokers have a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

## RANKING CHART

<u>Card</u>	<u>Value</u>
<b>Ace</b>	<b>1 or 11</b>
<b>Two</b>	<b>2</b>
<b>Three</b>	<b>3</b>
<b>Four</b>	<b>4</b>
<b>Five</b>	<b>5</b>
<b>Six</b>	<b>6</b>
<b>Seven</b>	<b>7</b>
<b>Eight</b>	<b>8</b>
<b>Nine</b>	<b>9</b>
<b>Ten</b>	<b>10</b>
<b>Jack</b>	<b>10</b>
<b>Queen</b>	<b>10</b>
<b>King</b>	<b>10</b>
<b>Joker</b>	<b>1 or 11</b>

## PLAYING PROCEDURE / ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion. 21<sup>st</sup> Century Blackjack can also be offered using the DCS System.
2. The game utilizes a shoe with a standard 52-card deck with a minimum of two added Jokers. The game can be played with a minimum of one deck and maximum of eight decks of cards.
3. All tables will have clear signage displaying the name of the game, the number of Jokers in the deck, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount

that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "player/dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".

6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deliver the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer delivers the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

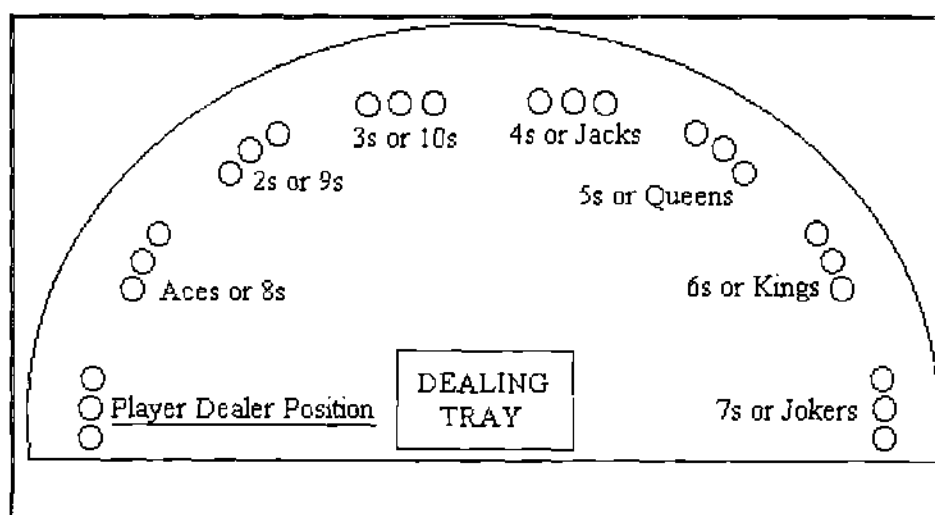
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

# Rules for Players

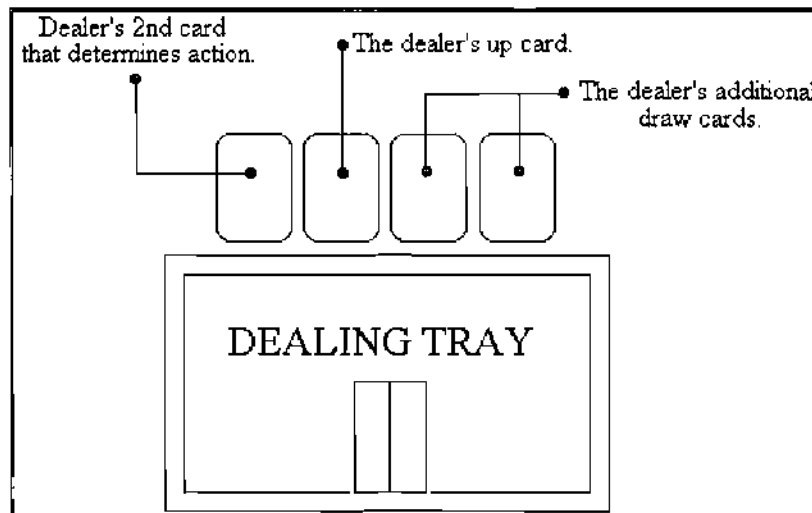
Must Stand On	Must Hit on	Have Option on
<u>Soft &amp; Hard 21</u> <u>Natural</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>
		<u>20</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over Player/Dealer hole card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. Please see the chart below for an example of how the card's value is used to determine the placement of the action button.



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:



# Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option On
<b>HARD 17 AND ABOVE</b>	<b>SOFT 17 OR LESS</b>	<b>NONE</b>

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

## GAME RULES

- A "Natural" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural", the hand is a Push or tie, and no action is taken on the wager.

- If a player's total is less than "21" and the Player/Dealer's total is more than a "21", the player wins the hand.

- If a player's total and the Player/Dealers hands both have a value of less than "21", the hand closest to "21" wins.

- If a player and the Player/Dealer have the same total and it is less than "21", the hand is a Push or tie, and no action is taken on the wager.

- If both a player's and the Player/Dealer's hand totals are more than "21", the Player/Dealer wins with the following exception:

- The wager is a "push" if the player's hand totals twenty three or higher and the Player/Dealer's hand has a 3-card with value of hard 23 thru 25.

- The Player/Dealer wins all ties or pushes over a "Natural".

- If a player has more than "21" and the Player/Dealer has less than "21", the Player/Dealer wins.

- A two card "21" ("Blackjack") beat all hands other than a Natural.

- All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

- Backline betting is allowed; subject to local ordinance or code.

- Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

## **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS, INSURANCE & SECOND CHANCE**

**DOUBLE-DOWN:** Players can double-down on any two cards at anytime with the exception of all Natural hand and 21. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

**SPLIT:** Players can split any two cards with any value, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted.

**SURRENDER:** Players can surrender at anytime if the value of their hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

**ODDS:** Player's Joker-Joker or "Natural" pays 2 to 1. Any blackjack hands pays 6 to 5

All pay-offs are limited to the amount of money that the Player/Dealer places on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

**INSURANCE:** When the dealer has an Ace showing, players can take insurance by betting 1/2 of their blackjack wager. If the player/dealer has a blackjack the insurance bet is paid 2 to 1 and the player's blackjack wager loses if the player does not have a blackjack.

**SECOND CHANCE:** Player may forfeit half of their wager and ask for replacement of their draw card once in every hand. The dealer will discard the hit card and deliver the player with a new hit card.

**ROTATING PLAY/DEALER:** The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal. App. 4th 1397, 1408-1409.

6. Name of Game: **Draw Poker ( Jacks or Better)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 35 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, plus a joker which is used as an ace or to complete a straight or flush.**

(c) who deals the cards? (describe dealing procedures)

**1. The dealer deals each player five down cards starting to the left of the dealer button.**

**(a) Dealer asks players from left of dealer button if they have openers (a hand of jacks or better are openers). If there is an opening hand, a round of betting will follow.**

**2. The dealer asks each player how many cards they would like to draw starting clockwise from the dealer button.**

**3. The dealer mucks discards, burns one card, and deals replacement cards (draw cards) to each remaining player followed by a round of betting.**

**4. Players may fold prior to or during any round of betting.**

**5. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All limit five-card draw games allow up to eight (8) players.**

(e) How and when are house fees collected:

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**Draw Poker has fixed limit betting. There are two betting rounds, one before the draw and one after. The betting limit after the draw is twice the amount of the betting limit before the draw. Check and raise is permitted.**

(h) How are winners determined and paid?

**The player with the best five-card combination will win the pot. The following is the hand ranking in descending order:**

- 1. Five Aces**
- 2. Royal Flush**
- 3. Straight Flush**
- 4. Four of a Kind**
- 5. Full House**
- 6. Flush**
- 7. Straight**
- 8. Three of a Kind**
- 9. Two Pairs**
- 10. One Pair**
- 11. No Pair (high card)**

9. Describe a "round of play"

**Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the button. Players are asked if they have a qualifying opening hand which is jacks or better. The opening hand gets the action started. After the action is completed, the players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. After the draw the action starts from the first player clockwise from the dealer button. After each hand the dealer button will move clockwise to the next active player. The player who**

**opens the pot with Jacks or Better must show openers. If no player has a hand of Jacks or Better, all players will re-ante and a new hand will be dealt.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **opener button**
- **out button (black background) to indicate the players who are not supposed to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Kansas City Lowball Draw (Deuce-to-Seven Lowball)**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 33 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player five down cards starting to the left of the dealer button followed by a round of betting.**
- 2. The dealer asks each player how many cards they would like to draw starting clockwise from the dealer button.**
- 3. The dealer mucks discards, burns one card, and deals replacement cards (draw cards) to each remaining player followed by a round of betting.**
- 4. Players may fold prior to or during any round of betting.**
- 5. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Kansas City Lowball games allow up to eight participants.**

(e) How and when are house fees collected:

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**The action starts from the first player clockwise from the last blind. Since the blind wagers are already made, players must call, raise or fold. After the initial betting action is completed, players who remain in the pot may improve the value of their hands by replacing one or all of their cards with the new ones. This is also known as the draw. Once the draw is completed, the wagering action starts from the first player clockwise to the dealer button.**

**The betting limit after the draw is double the amount of the betting limit before the draw. All Kansas City Lowball Draw games have a fixed limit betting structure or flexible betting range.**

(h) How are winners determined and paid?

**The best possible hand is 7-5-4-3-2, straights and flushes do have an effect on the value of a hand.**

**After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.**

9. Describe a "round of play"

**Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is a wager in the pot players are required to call, raise or fold. After the action is completed, the players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. After the draw the action starts from the first player clockwise from the dealer button.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**



11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **out button to indicate those players who are not suppose to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**
- **kill button (red background) to indicate the killpot or the player has a "leg-up"**
- **game sign (list: game, limit, house fee and jackpot fee)**

1. All table and Jackpot fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table.
4. The fee collection method is as follows:
  - Table fee- (house fee collection)
  - Jackpot fee (if applicable)
5. For every game regardless of the outcome of the game, the table fee and jackpot fee will be collected from the pot.

Games that use community cards- the collection will be taken before the flop by the dealer.

Seven Card Stud games- the collection will be taken before the 4<sup>th</sup> street by the dealer.

Lowball and Draw games- the collection will be taken before the draw by the dealer.

Mexican Poker- the collection will be taken before the 3<sup>rd</sup> street by the dealer.

Pan- the collection is taken from the tops before the hand is dealt by the dealer.

In 5-Card Stud the table fee and jackpot fee will be taken from the pot before the 3<sup>rd</sup> street (2<sup>nd</sup> up card).

6. Name of Game: **Pot Limit Hold'em**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 40 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player two down cards starting clockwise from the big blind followed by a round of betting.**
- 2. The dealer burns one card and exposes three card in the center of the table (flop) and another round of betting occurs.**
- 3. The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**
- 4. The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**
- 5. Players may fold prior to or during any betting round**
- 6. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**Just like Texas Hold'em games this game allows up to eleven (11) players.**

- (e) How and when are house fees collected?

**See attached**

- (f) What is the betting limit?

**See attached**

- (g) What is the betting scheme?

**In pot limit range betting, regardless of the level of the game, the betting range is always from the largest existing bet to the size of the pot:**

**The largest existing bet:**

- a. Before the flop, when there is no raise, the amount of the big blind is the largest existing bet
- b. Before the flop, after there is a raise, the highest difference between the bets.
- c. After the flop to the river, when there is no bet, the amount of the big blind is the largest existing

**The size of the pot:**

- a. When there is no bet including blinds, it is the amount of the pot
- b. When there is bet(s) the size of the pot needs to include the existing pot and all the bets of this betting round the total is the amount you need to call

- (h) How are winners determined and paid?

**The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:**

- 1. Royal flush
- 2. Straight flush
- 3. Four of a kind
- 4. Full house
- 5. Flush
- 6. Straight (ace, 2,3,4 and 5 is the smallest straight)

7. Three of a kind
8. Two pairs
9. One pair
10. No pair (high single card)

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner. If two or more players tie, they will split the pot equally. In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.

9. Describe a "round of play"

**Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.**

**In the first round all players will receive two cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.**

**The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign ( list: game, limit, house fee and jackpot fee)**

6. Name of Game: **No Limit Hold'em**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 39 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals two cards to each player starting from the left of the dealer button and then a round of betting occurs.**
- 2. The dealer burns one card and exposes three cards in the center of the table (flop) and another round of betting occurs.**
- 3. The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**
- 4. The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**
- 5. Players may fold prior to or during any betting round.**
- 6. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**No Limit Hold'em allows up to eleven (11) participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**No Limit Hold'em games have a flexible betting limit. Check-and-raise is permitted, and unlimited number of raises are allowed in all multi-handed pots.**

(h) How are winners determined and paid?

**The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:**

1. Royal flush
2. Straight flush
3. Four of a kind
4. Full house
5. Flush
6. Straight (ace,2,3,4 and 5 is the smallest straight)
7. Three of a kind
8. Two pairs
9. One pair
10. No pair (high single card)

**After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.**

**If two or more players tie, they will split the pot equally. In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.**



9. Describe a "round of play"

**Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.**

**In the first round all players will receive two cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.**

**The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, in jackpot games only**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Texas Hold'em (generally called Hold'em)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 17 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals two cards to each player starting from the left of the dealer button and then a round of betting occurs.**
- 2. The dealer burns one card and exposes three cards in the center of the table (flop) and another round of betting occurs.**
- 3. The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**
- 4. The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**
- 5. Players may fold prior to or during any betting round.**
- 6. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Texas Hold'em games allow up to eleven (11) participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**All texas hold'em games have a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit hold'em, the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.**

(h) How are winners determined and paid?

**The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:**

- 1. Royal flush**
- 2. Straight flush**
- 3. Four of a kind**
- 4. Full house**
- 5. Flush**
- 6. Straight (ace,2,3,4 and 5 is the smallest straight)**
- 7. Three of a kind**
- 8. Two pairs**
- 9. One pair**
- 10. No pair (high single card)**

**After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.**

**If two or more players tie, they will split the pot equally.**

**In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.**

9. Describe a "round of play"

**Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.**

**In the first round all players will receive two cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.**

**The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, in jackpot games only**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Seven Card Stud (generally referred to as Stud)**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 23 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player two down cards and one up card and then a round of betting occurs.**
- 2. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 3. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 4. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 5. The dealer burns one card and deals each remaining player one down card followed by a round of betting.**
- 6. Players may fold prior to or during any betting round.**
- 7. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Seven Card Stud games allow up to eight participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**In all of the fixed-limit games, the smaller bet must be wagered on the first two betting rounds (the 3<sup>rd</sup> and 4<sup>th</sup> streets) except if an open pair is showing on the 4<sup>th</sup> street. On 4<sup>th</sup> street players may have an option to use the higher limit with an open pair. Once the higher limit has been used the lower limit will not be an option. Beginning from the 5<sup>th</sup> street until the conclusion of the game the larger bet is wagered; checking and raising is also permitted. One bet and three raises are allowed in all of the multi player pots.**

(h) How are winners determined and paid?

**The player who has the best five-card combination hand wins.**

**The following is the hand ranking in descending order:**

- 1. Royal Flush**
- 2. Straight Flush**
- 3. Four of a Kind**
- 4. Full House**
- 5. Flush**
- 6. Straight**
- 7. Three of a Kind**
- 8. Two Pairs**
- 9. One Pair**
- 10. No Pair (high card)**

**The pot is awarded to the highest 5 card hand.**

**If two or more players tie, they will split the pot equally.**

**In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.**

9. Describe a "round of play"

**All active players ante. The player with the lowest card up by suit must initiate the action. Aces are considered to be the highest cards and the suit hierarchy in a descending order is: spades, hearts, diamonds and clubs. The value of the suits is only used to determine the acting player and it does not determine or influence the winning hand in any form. After completing the first betting round, all of the active players will receive one more up card followed by another round of betting, completing the 4<sup>th</sup> street. The above process will continue until the 6<sup>th</sup> street during which all of the active players will have four up cards. All remaining players will receive the 7<sup>th</sup> street face down. The final betting round will start after completion of the final betting round. Players will show their hands to decide the winner.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **game sign (list: game, limit, house fee and jackpot fee)**
- **out button to indicate those players who are not suppose to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**

6. Name of Game: **Seven Card Stud Hi Lo Split Eight or Better**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 28 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player two down cards and one up card and then a round of betting occurs.**
- 2. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 3. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 4. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 5. The dealer burns one card and deals each remaining player one down card followed by a round of betting.**
- 6. Players may fold prior to or during any betting round.**
- 7. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Seven Card Stud games allow up to eight participants.**



(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**In all of the fixed-limit games, the smaller bet must be wagered on the first two betting rounds (the 3<sup>rd</sup> and 4<sup>th</sup> streets) except if an open pair is showing on the 4<sup>th</sup> street. On 4<sup>th</sup> street players may have an option to use the higher limit with an open pair. Once the higher limit has been used the lower limit will not be an option. Beginning from the 5<sup>th</sup> street until the conclusion of the game the larger bet is wagered; checking and raising is also permitted. One bet and three raises are allowed in all of the multi player pots.**

(h) How are winners determined and paid?

**The players who have the highest and the lowest five-card combination hands will share the pot. The only restriction for the low hands to win or to share the pot is that the player's low hand must contain a value of 8 or better.**

**The following is the high hand ranking in descending order:**

- 1. Royal Flush**
- 2. Straight Flush**
- 3. Four of a Kind**
- 4. Full House**
- 5. Flush**
- 6. Straight**
- 7. Three of a Kind**
- 8. Two Pairs**
- 9. One Pair**
- 10. No Pair (high card)**

**Once the winner is identified, the winning hand should remain face up. The hand must also be positioned so that is visible to all other participants. The pot is awarded to the winning players.**

**When splitting a pot, the dealer must always split the larger denominations of chips first. If there is an odd chip as the result of a split, that chip is awarded to the :**

- 1. high hand, if both high and low hands are in play.**
- 2. high hand with highest card by suit, if two high hand are in play**
- 3. low hand with the lowest card by suit, if two low hands are in play.**

**In Hi-Lo games in the event there is one or more qualifying high or low hands those players are entitled to split their share of the pot.**

**~~Once the pot is awarded, the table fee is dropped and a new hand begins. The new hand begins with the shuffling routine and calling of the antes.~~**

9. Describe a "round of play"

**All players ante. The player with the lowest card up by suit must initiate the action. Aces are considered to be the highest cards and the suit hierarchy in a descending order is: spades, hearts, diamonds and clubs. The value of the suits is only used to determine the acting player and it does not determine or influence the winning hand in any form. After completing the first betting round, all of the active players will receive one more up card followed by another round of betting, completing the 4<sup>th</sup> street. The above process will continue until the 6<sup>th</sup> street during which all of the active players will have four up cards. All remaining players will receive the 7<sup>th</sup> street face down. The final betting round will start after completion of the final betting round. Players will show their hands to decide the winner.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **game sign (list: game, limit, house fee & jackpot fee)**
- **out button to indicate those players who are not suppose to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**

6. Name of Game: **Razz (Seven Card Stud-Low)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 27 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player two down cards and one up card and then a round of betting occurs.**
- 2. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 3. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 4. The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
- 5. The dealer burns one card and deals each remaining player one down card followed by a round of betting.**
- 6. Players may fold prior to or during any betting round.**
- 7. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All razz games allow up to eight (8) participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**The player with the highest card (aces are low) on the opening round is required to make the forced bet. The player with the lowest hand on the board acts first on all subsequent rounds of betting. The betting structure for Razz is the same as in Seven-Card Stud high except that an open pair does not affect the betting limit.**

(h) How are winners determined and paid?

**The winning hand, is determined by comparing the highest cards in the five-card combination hand, ace is the lowest card. If the highest cards tie, compare the second highest cards in each hand and so forth.**

**Example:**

- 1. A high hand consists of 8-4-3-2-ace against a hand 7-6-5-4-3 the 7 high wins**
- 2. A hand consists of 6-5-4-2-ace against a hand 6-5-3-2-ace the hand with 3 wins because it is lower than 4**

**If two or more players tie, they will split the pot equally. In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the lowest card by suit in his or her personal down cards.**

9. Describe a "round of play"

**Players ante before the cards are dealt, the dealing of cards always starts from the first player clockwise from the casino dealer. One card at a time, each player will receive two down cards, then one up card (3<sup>rd</sup> street). The first betting round starts with the player that has the highest card by suits (from highest to lowest, spades, hearts,**

**diamonds and clubs, the suits are only used to determine which player will initiate the action).**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign(list: game, limit, house fee & jackpot fee)**

6. Name of Game: **Omaha Hi**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 21 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player four down cards starting clockwise from the first blind position followed by a round of betting.**
- 2. The dealer burns one card and exposes three card in the center of the table (flop) and another round of betting occurs.**
- 3. The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**
- 4. The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**
- 5. Players may fold prior to or during any betting round**
- 6. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Omaha games allow up to nine (9) participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**All Omaha games have a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit Omaha the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.**

(h) How are winners determined and paid?

**The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:**

- 1. Royal flush**
- 2. Straight flush**
- 3. Four of a kind**
- 4. Full house**
- 5. Flush**
- 6. Straight (ace,2,3,4 and 5 is the smallest straight)**
- 7. Three of a kind**
- 8. Two pairs**
- 9. One pair**
- 10. No pair (high single card)**

**After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.**

**In case there are two or more players splitting the pot and there is an odd chip.**

**If it is between high hand and low hand, the odd chip will be awarded to the high hand.**

**If there is an odd chip between the high hands, it will be awarded to the first player left of the button.**



**If there is an odd chip between low hands, it will be awarded to the first player left of the button.**

9. Describe a "round of play"

**Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.**

**In the first round all players will receive four cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.**

**The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use a five-card combination that requires three cards from the "board" and two personal cards.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two 52 card decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Omaha Hi-Lo (Eight or Better)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 22 of Poker Rule Book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player four down cards starting clockwise from the first blind position followed by a round of betting.**
- 2. The dealer burns one card and exposes three card in the center of the table (flop) and another round of betting occurs.**
- 3. The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**
- 4. The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**
- 5. Players may fold prior to or during any betting round**
- 6. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Omaha games allow up to nine (9) participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**All Omaha games have a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit Omaha the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.**

(h) How are winners determined and paid?

**The player with the best five-card combination is the high hand winner. Players may also qualify to win a portion of the pot with a low hand of eight or better. Any two card combinations may be used to form a high hand and a low hand. Three of the five community cards must be used to form each hand. The following are the general categories of hands in descending order of value:**

- 1. Royal flush**
- 2. Straight flush**
- 3. Four of a kind**
- 4. Full house**
- 5. Flush**
- 6. Straight (ace,2,3,4 and 5 is the smallest straight)**
- 7. Three of a kind**
- 8. Two pairs**
- 9. One pair**
- 10. No pair (high single card)**

**After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.**

**In case there are two or more players splitting the pot and there is an odd chip;**

If it is between high hand and low hand, the odd chip will be awarded to the high hand.

If there is an odd chip between the high hands, it will be awarded to the first player left of the button.

If there is an odd chip between low hands, it will be awarded to the first player left of the button.

In Hi-Lo games in the event there is one or more qualifying high or low hands those players are entitled to split their share of the pot.

9. Describe a "round of play"

**Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.**

**In the first round all players will receive four cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.**

**The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use a five-card combination that requires three cards from the "board" and two personal cards.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two 52 card decks of different colors**
- **dealer's cut card**
- **dealer's tray**

- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Five-Card Stud (California Stud)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**Players ante to receive a hand. Each player will receive two cards on the initial deal, first card face down, second card face up, followed by a round of betting, the dealer will burn a card before the delivery of all subsequent rounds; one up card for each active player, followed by a betting round. The players will have a total of five cards at the end of the hand, the best hand will win the pot. The object is to achieve the best possible poker hand.**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a standard 52 card deck with all 2,3,4,5 and 6s removed leaving a stripped deck that totals 32 cards.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player two cards starting clockwise to the first player from the dealer button, one card at a time, first card face down, second card face up (2<sup>nd</sup> street), followed by a round of betting.**
- 2. The dealer burns one card and delivers one card face up (3<sup>rd</sup> street) to all remaining players and another round of betting occurs.**
- 3. The dealer burns one card and delivers one card face up (4<sup>th</sup> street) to all remaining players and another round of betting occurs.**
- 4. The dealer burns one card and delivers one card face up (5<sup>th</sup> street) to all remaining players and the last round of betting occurs.**
- 5. Players may fold prior to or during any betting round**

- 6. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**The game allows up to eight (8) seated players.**

(e) How and when are house fees collected?

**See attached collection sheet and collection procedures for Poker Games.**

(f) What is the betting limit?

**See attached collection sheet**

(g) What is the betting scheme?

**All 5 Card Stud games have fixed or flex (no limit) betting.**

**Range betting is used in the limit game; each up card has a range of betting, please see attached. And all raises must be in increments of five dollars (\$5). For example: \$200 buy-in Limit 5 Card Stud, after the forced opening bet (\$10) has been initiated, the next player has the option to fold, call, or raise. If the player chooses to raise (range limit is \$10 to \$20), the raise must be at least equal to the largest bet of that betting round. The option will be:**

- a.) raise to \$20 or**
- b.) raise to \$25 or**
- c.) raise to \$30. If this player chooses to raise to \$30, then the next player may only raise to \$50 to match the largest bet of this betting round, if he or she chooses to raise.**

**No limit 5 Card Stud games have a flexible betting limit. Check and raise is permitted and unlimited number of raises are allowed in all multi-handed games.**

(h) How are winners determined and paid?

**These are the general ranking of hands in descending order of value:**

- 1. Royal Flush**
- 2. Straight Flush**
- 3. Four of a Kind**
- 4. Flush**
- 5. Full House**
- 6. Straight**
- 7. Three of a Kind**
- 8. Two Pairs**
- 9. One Pair**
- 10. Nothing (No Pair)**

9. Describe a "round of play"

**Players ante in order to receive a hand. Each player will receive two cards on the initial deal, first card face down, second card face up, followed by a betting round, the dealer will burn a card before the delivery of all subsequent rounds; one up card for each active player, followed by a betting round. The players will have a total of five cards at the end of the hand, the best hand will win the pot.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, if applicable**
- **two card decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**
- ~~**dealer button**~~





## FIVE CARD STUD

1. California Stud (Five-Card Stud) is played with 32 cards, one California Stud deck contains:

Spades: 7, 8, 9, 10, Jack, Queen, King, Ace.

Hearts: 7, 8, 9, 10, Jack, Queen, King, Ace.

Diamonds: 7, 8, 9, 10, Jack, Queen, King, Ace.

Clubs: 7, 8, 9, 10, Jack, Queen, King, Ace.

2. These are the general categories of hands in descending order of value:

- a) Royal Flush
- b) Straight Flush
- c) Four of a Kind
- d) Flush
- e) Full House
- f) Straight
- g) Three of a Kind
- h) Two Pairs
- i) One Pair

3. An Ace may be used as a 6 to complete a straight (for example: Ace, 7, 8, 9, 10 is a 10 high straight).

4. This game uses a dealer button; dealing starts from the player clockwise next to the dealer button. Players will receive the first card down, then the second card face up. The player who falls high will initiate the action. This forced opening bet is a live bet, the player has no option regarding the amount of the forced opening bet. This player may raise if everyone else fails to. If there is a tie, the player clockwise next to the dealer button will initiate



the action.

5. If a player receives both first and second cards face up, the player will have these options:

- a) The player may chose not to play the hand, and receives his/her ante back, or
- b) The player may chose to play the hand, and the player will receive his/her third card face down. When the player chooses to play, the second card he or she received will be the one used to determine the high card.

6. A boxed card appearing in the deck will play as is. If a second boxed card appears during the hand, then all hands are void, and all players receive their money back.

7. The casino dealer will burn a card before the delivery of the second, third and last board card.

8. Range betting is used in this game; each up card has a range of betting. And all raises must be in increments of five dollars (\$5). For example: \$200 buy-in Limit 5 Card Stud, after the forced opening bet (\$10) has been initiated, the next player has the option to fold, call, or raise. If the player chooses to raise (Limit is \$10 to \$20), the raise must be at least equal to the largest bet of that betting round. The option will be (a.) raise to \$20 or (b.) raise to \$25 or (c.) raise to \$30. If this player chooses to raise to \$30, then the next player may only raise to \$50 if he or she chooses to raise.

9. When a player goes all in, the next player's option will be:

- a). Call
- b). Call the all-in then makes a raise.
- c). Fold



10. In limit game, a bet and three raises are allowed for each betting round, and there is no limit of raises with only two players remaining. In no limit game, there is no limit of raises.

11. A player puts a larger denomination chip into the pot and does not specify his or her intention:

- a) If it is an initial bet, assume the player has bet the minimum.
- b) If there is a bet, the larger denomination chip is a call.
- c) If the player says raise but does not specify the amount that he/she intends to raise, assume the player has raised the maximum.

12. All Seven-Card Stud rules apply unless otherwise noted.

6. Name of Game: **Panguingue (Pan)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See attached rule book**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played using eight decks with 8,9 and 10s removed. The deck is stripped of one complete set of spades. There are 310 total cards. Aces are always low, there are no jokers.**

(c) who deals the cards? (describe dealing procedures)

**The deal is counter clockwise. Players are dealt 10 cards in two sets of five. Players are responsible for counting the number of cards they are dealt.**

(d) How many players does the game involve?

**Pan can be played with eight players or with as little as two players.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**Player needs to put up required top in order to receive a hand. During the process of the hand, when melding a condition that has value, the player may collect the value of the meld from other active players immediately. When a winner is decided, which means a player places all his/her**

**card face up on the table, the winner collects the value of the hand and the remaining tops. When collects value from other players, the player is only entitled to collect the chips in front of him/her.**

**Top is a chip used as an ante before the beginning of the hand. The value of which is equal to the condition of the game being played.**

(h) How are winners determined and paid?

**The winner of the hand receives from each participating player with chips, the total value of his pays as they lay, plus two (2) chips for the outs. The winner also receives the tops which are given to him or her last.**

9. Describe a "round of play"

**Action begins with the first person to declare in, drawing a card from the front of the deck. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile must use the card immediately in a meld, never placing the card in his or her hand. If a drawn card cannot be used it must be discarded. A player may draw from the top card of the discard pile was drawn from the deck and the discarded by the preceding player, and he or she can immediately meld this card.**

**After drawing a playable card and using it in a meld, a player may meld as many spreads as he or she holds or may add to his or her existing meld's and collect any pays due before discarding which ends his or her turn.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, in jackpot games only**
- **a set of pan cards (310 red, 310 blue)**

- **dealer's tray**
- **gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**
- **a block to lean the cards against**



# **PART 1**

## **BASIC PANGUINGUE**

### **PANGUINGUE THE GAME**

#### **PLAYERS**

Two or three can play, but four to eight players are best

#### **THE PAN DECK**

The Pan deck consists of 320 cards. Eight decks of regular cards make one Pan deck, with 8's, 9's and 10's taken out. There are no Jokers. In all games one complete set of spades is removed, thereby leaving a total of 310 cards. Sequence of cards: A, 2, 3, 4, 5, 6, 7, J, Q, K (high). Note that the Jack follows the seven in sequence.

#### **THE DEAL**

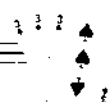
The deal and play are counter-clockwise.

#### **TO START PLAY**

Five cards are dealt to each player with one card turned face up. The player dealt the lowest card first will be the first one to act. Each player then receives five more cards. From then on, the winner of the last hand will be dealt to first and be the first to act.

#### **BEFORE THE ACTION**

Each player gets to look at his or her hand and evaluate its potential. Starting with the winner of the previous hand, each player declares whether he or she will play the hand or



forfeit his or her top and discard the hand.

## ACTION BEGINS

Action begins with the first person to declare in, drawing a card from the front of the deck.. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile, must use the card immediately in a meld, NEVER placing the card in his or her hand. If a drawn card cannot be used, it must be discarded. A player may draw from the top of the discard pile only if both the top card of the discard pile was drawn from the deck and the discarded by the preceding player, and he or she can immediately meld this card.

After drawing a playable card and using it in a meld, a player may meld as many spreads as he or she holds or may add to his or her existing meld's and collect any pays due before discarding, which ends his or her turn..

## MELDS OR SPREADS

Melds or Spreads must be at least three cards or as many as eleven. There are two types of melds: sets usually called "squares" and sequences usually called "ropes".

## ROPES

Ropes are any three or more cards of the same suit and in sequence, i, e, clubs 6, 7, J.

## SQUARES

Squares are three or more cards of the same rank and of different suits, i, e, club 6, heart 6, diamond 6, or also allowed



the same suit, i.e, as diamond Q,Q,Q. Additionally, any three Aces and Kings are called non-comoquers.

## CONDITIONS

Certain melds have value and are called conditions. When melding a condition, the player may immediately collect chips from each player who had declared to play the hand, by asking for the correct amount due him or her.

## VALUE OF CONDITIONS


All three's, five's, and seven's, are valle (pronounced "valley") cards, all others are non-valle.

1. Any set of valle cards, not in the suit: one chip
2. Any set of valle cards, in the same suit: two chips; four chips in spades.
3. Any set of non-valle cards, in the same suit: one chip; two in spades.
4. Any sequence of A, 2, 3, in the same suit: one chip; two in spades.
5. Any sequence of K, Q, J, in the same suit: one chip; two in spades.

## ADDING TO A MELD

A player may add one or more cards to any of his or her melds providing that the character of the meld is preserved. To a set of different suits, same rank, he or she may add any card of the same rank. Also to a set of the same suit, another card of the same rank may be added. If a condition is increased as heart K, K, K, original condition for each heart K added. When adding to a set of three valle cards in the






same suit, half value is collected. One chip in any suit, two chips in spades.

## **BORROWING**

A player may take a card from one of his or her increased melds to make a new spread provided he leaves a valid meld. For example: From diamond J, 7, 6, 5, he or she may borrow either the Jack or the five, but not the seven or the six. When borrowing from the square as heart 6, club 6, two Spade 6's, only one Spade 6, and no other, can be removed without affecting the meld.

## **ON THE OUT**

The winner of the hand receives, from each participating player with chips, the total value of his pays as they lay, plus two (2) chips for the outs. The winner also receives the tops which are given to him or her last.





# Super "9"

## BASIC CONCEPT & RULES

1. The object of the game is to form a hand that equals "9" or as close to "9" as possible.
2. The value of each player's hand is compared with player/ dealer's hand. The hand with a value closer to "9" wins.
3. The game is played with a plural standard deck of cards with all 7s, 8s, 9s, and 10s removed. Jokers are not used. The game can be played with a minimum of one (1) and a maximum of twelve (12) decks dealt from a shoe.
4. Value of Cards: Cards between 2 and 6 have face value. Aces have a value of one. Picture cards are counted as zero.
5. The value of each hand is the sum of its cards. Hands with a value of ten or more are deemed to have the value of the first digit (*e.g.*, 13 = 3; 15 = 5, etc.).
6. All players, including player/dealer, receive three cards face down in rotation one at a time dealt first to the first position left of the player/dealer position. At the completion of the deal the house dealer turns open top card of the player/dealer's hand.
7. Players have the option of receiving a maximum of one draw ("Hit") card. Players must position their hands in the proper HIT or STAND box on the table to designate whether they wish to receive or not receive a draw card. The players will receive draw cards starting from the next clockwise position from the player/dealer position.
8. The Player/dealer wins all ties on zero and one. All other tie hands with equal value are a push and no money is exchanged (*i.e.*, there is "no action").
9. Players must take a draw card on 4's or below and must stand on 7's and above. Option hands are 5's and 6's.
10. House way: Players draw with a 5 or below and stand 6 or above. The house way must be used by the house dealer when a player requests the house dealer to play any additional hand.
11. The game is eight handed.
12. The collection is taken from each player for every bet prior to start of the game.

13. Third Proposition Players only prescribed by law are permitted to play.

14. Back line betting is allowed in accordance with local ordinance.

15. "Round of Play": Players choose their spots around a blackjack style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.

## PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4<sup>th</sup> 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

## Hand Ranking Chart

<u>Sequence</u>	<u>Value</u>	
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	Player/ Dealer Wins
10	0	Player/ Dealer Wins

- Player /dealer wins all ties on 0 & 1. All other ties from 2-9 are pushes.

## VALUES OF CARDS

A plural deck of standard cards without jokers, with 7s, 8s, 9s, and 10s removed, is used for playing of the game. Up to twelve decks of cards are used.

- All cards between 1-6 have their face value.
- Aces are 1.
- Picture cards have value of 0.

## **Ranking Chart**

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Jack	0
8.	Queen	0
9.	King	0

## PLAYER/DEALER

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their option to draw an additional card, the player/ dealer may receive his / her draw card.

<b>Rules for Player / Dealer</b>		
<b>Must Stand on</b>	<b>Must Hit On</b>	<b>Have Option on</b>
<b>7 OR MORE</b>	<b>4 OR LESS</b>	<b>5&amp; 6</b>

## PLAYERS

The following chart outlines all rules regarding the draw cards subsequent to receiving three cards face down. After all players, including the player /dealer, have received their initial three cards, starting from the next clockwise position from the player /dealer, players may draw a maximum of one additional (hit) card.

Rules for Players		
Must Stand on	Must Hit On	Have Option on
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 &amp; 6</u>

## Action Button

The Action Button designates the hand that receives first action in each round of play. There are three alternate methods of determining placement of the Action Button: 1) Traditional Dice Cup Procedure; 2) Card Procedure; and 3) Random Number Generator Technology.

The Traditional Dice Cup procedure is currently used through out California casinos in Pan 9. Three dice are placed in a cup and are shaken by a designated player. The sums of the numbers on the up facing dice determine where the Action Button is placed. The player-dealer position is designated as the first, ninth and seventeenth position.

The Card Procedure is described below.

The Random Number Generator Technology used digital computer technology to randomly generate a number between one (1) and seven (7). This number determines the position of the Action Button.

**Card Procedure.** The House Dealer will use Player/Dealer's cards to determine the action button position. After all hands have been properly positioned to hit or stand position, the House Dealer will uncover the second card of the Player/Dealers hand (please be reminded that the Player/Dealer will start with one card face up) to determine the action button position according to the following chart:

<b>PLAYER/ DEALER'S SECOND CARD</b>	<b>ACTION BUTTON POSITION</b>
ACE	1 <sup>ST</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
2	2 <sup>ND</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
3	3 <sup>RD</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
4	4 <sup>TH</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
5	5 <sup>TH</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
6	6 <sup>TH</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
JACK	7 <sup>TH</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER



QUEEN	OPEN THE THIRD CARD OF THE PLAYER/DEALER
KING	OPEN THE THIRD CARD OF THE PLAYER/DEALER

PLAYER/ DEALER'S THIRD CARD	ACTION BUTTON POSITION
QUEEN	2 <sup>ND</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER
KING	5 <sup>TH</sup> SEAT CLOCKWISE FROM THE PLAYER/DEALER

6. Name of the game: **Super Pan 9, also referred to as Pan 9**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) What are the standards of play?

**The object of the game (Pan 9) is to achieve the best hand possible that will rank better than the player-dealer. The game is played with the player-dealer system, which requires one of the players to act as the player-dealer, whose hand and wager will play against the rest of the table. No player may act as player-dealer consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Players may decline to act as the player-dealer.**

(b) Does the game use a "standard" 52-card deck or other type of card deck?

**Pan 9 is dealt from a shoe rack. Each shoe contains 12 standard 52 card decks of cards with all the 7's, 8's, 9's and 10s removed.**

(c) Who deals the cards? describe dealing procedures

**The casino dealer deal the cards face down out of the shoe rack, starting from the action button position; one card at a time moving clockwise, until all seats with wagers have received 3 cards.**

(d) How many players does the game involve?

**The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.**

(e) How and when are house fees collected:

**See attached collection sheet and collection procedures for California Games.**

(f) What is the betting limit?

**See attached collection sheet**

- (g) What is the betting scheme?

**All wagers must be placed inside the betting circle before the dice cup is opened. Players must wager within the table's limit. There is no maximum limit to the player dealer's wager.**

- (h) How are winners determined and paid?

**The highest ranking hand wins, when two hands rank the same; it results in a tie (push), no wager exchanged. To decide a hand's ranking value, add up all cards in the hand, the last digit of the sum is the rank of the hand, the best possible hand is "9" and "0" is the worst hand. The K's, Q's and J's have the value of "0" the rest of the cards have face value.**

**The player-dealer's wager will play against the rest of the wagers. The player dealer position may only win or lose up to the amount wagered in the player-dealer position. Courtesy buttons will be awarded to all wagers that the player dealer wager did not cover. Courtesy button entitles a player to place a wager without posting a collection in subsequent games.**

9. Describe a "round of play"

**The player-dealer will shake the dice. Before the opening of the dice cup, all players may place wagers. The dealer will open up the dice cup and place the action button. Dealer will deal cards clockwise starting from the action button seat until all players have received 3 cards. All players, except the player-dealer, will view their hands and set the cards on the table, or they may request the hand to be played the "House Way". Once all hands are properly placed on the table, the dealer will begin the draw cards starting with the first seat clockwise from the dealer button. After the draw has been completed, the player-dealer's hand will be exposed. After the player-dealer's draw card process is completed, the dealer will open and compare hands with players starting from the action button, then followed by the payoff process.**

10. Describe the type of gaming table utilized for this game

**There are two types of tables. 1) regular half-circle table; 2) boxperson table which is similar to a Las Vegas Baccarat table.**

11. List other equipment used

- One California game gaming table (with the drop slots)
- Dealer chair and chairs for players
- Drop box for table fee
- Shoe of cards and shoe rack
- Dealer's cut card
- Shoe cut card, one side is black, one side is yellow
- Dealer's tray
- Two dealer buttons, one round and one square.
- Action button (Red background)
- Dealer Check button, to indicate the hand that requested "House Way" to be applied
- Courtesy buttons
- Proper denomination of gaming chips
- Table sign
- Three dice, dice cup and saucer

# PAN 9

## OBJECT OF THE GAME

The object of the game is to have a total value of 9, or as close to 9 as possible. The value of a hand is determined by the sum of the cards. For example, if a hand contains 5-5-6, for a total of 16, it is considered to be a 6. All picture cards are valued at zero; all other cards are played at face value, please note that 7's, 8's, 9's and 10's have been removed.

## PLAY

Each player including the player/dealer will receive three cards on the deal, and the player/dealer must play according to the following rules:

- Stand on the hand that totals 7, 8 or 9, as a player, simply placing the hand in the "NO CARD" square.
- Draw a card on the hand that totals 0, 1, 2, 3 or 4, as a player, simply placing the hand in the "CARD" square.
- Make a decision whether to draw a card or not, as a player, simply placing the hand in the proper square.
- If you are not sure what to do, you may request the casino dealer to play the hand according to the "House Way".

## HOW TO WIN

The best possible value of a hand is 9; the worst possible value is 0. The hand closer to 9 wins. When the player's hand and the dealer's hand have the same value, it results in a tie (push), no wager exchanged.



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6. Name of Game: **Lowball Draw (Ace-to-Five)**
8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**See page 30-34 of Poker Rule Book**

- 1. In no-limit Ace-to-Five Lowball a player must take an exposed card of A,2,3,4, or 5 before the draw, and any other card must be replaced. In Deuce-to-Seven Lowball, a 2,3,4,5 or 7 must be taken and any other card including a 6, must be replaced. After the draw, any exposed card must be replaced.**
- 2. After the draw, a player may check any hand without penalty.**
- 3. Check and raise is permitted.**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, plus a joker which is used as the lowest possible card for your hand.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player five down cards starting to the left of the dealer button followed by a round of betting.**
- 2. The dealer asks each player how many cards they would like to draw starting clockwise from the dealer button.**
- 3. The dealer mucks discards, burns one card, and deals replacement cards (draw cards) to each remaining player followed by a round of betting.**
- 4. Players may fold prior to or during any round of betting.**
- 5. Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Ace-to-Five Lowball Draw games allow up to eight (8) participants.**

(e) How and when are house fees collected:

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**The game is played with the "blind bet system" (also known as the "blind") which require players in certain positions from the dealer button to post up wagers before receiving a hand, the structure of the blind varies depending on the limit of the game.**

**The betting limit after the draw is twice the amount of the betting limit before the draw. In all Ace-to-Five Lowball games check-and-raise is not permitted and a bet and six raises are allowed in all multi-handed pots.**

**Pot-limit and No-Limit Lowball games have a flexible betting limit. An unlimited number of raises are allowed.**

(h) How are winners determined and paid?

**The best possible hand is 5-4-3-2-A, known as a "wheel" or "bicycle" and straights and flushes have no effect on the value of a hand.**

**After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.**

9. Describe a "round of play"

**Each player is dealt five cards face down. At the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is wager in the pot players are required to call, raise or fold. After the action is completed, the players who remain in the pot now have an option to improve their hand by replacing cards in their**

**hands with new ones. This is known as the draw. After the draw the action starts from the first player clockwise from the dealer button. After each hand the dealer button will move clockwise to the next active player.**

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **kill button (red background) to indicate the killpot or the player has a "leg-up"**
- **out button (black background) to indicate the players who are not supposed to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**



6. Name of Game: **Crazy Pineapple**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) what are the standards of play?

**Crazy Pineapple is played with the same structure as Texas Hold'em , except that all players will receive three cards on the initial deal. After the flop and before 4<sup>th</sup> street, all active players are required to discard one card from their initial three cards, failure to do so will result in a fouled hand. After the final round of betting, a player may use any five-card combination from among the board and personal cards. The player who has the highest five-card combination and the player with the lowest five-card combination that is "eight or better" will share the pot accordingly.**

(b) does the game use a "standard" 52-card deck or other type of card deck?

**The game is played with a 52-card deck, which does not include the joker.**

(c) who deals the cards? (describe dealing procedures)

- 1. The dealer deals each player three down cards starting clockwise from the dealer button and a round of betting occurs.**
- 2. The dealer burns one card and exposes three cards in the center of the table (flop) and another round of betting occurs.**
- 3. The dealer announces "players please discard".**
- 4. The dealer mucks each players discards.**
- 5. The dealer burns one card and exposes one card in the center of the table (turn card) and another round of betting occurs.**

6. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**
7. **Players may fold prior to or during any betting round**
8. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

**All Crazy Pineapple games allow up to eleven (11) participants.**

(e) How and when are house fees collected?

**See attached**

(f) What is the betting limit?

**See attached**

(g) What is the betting scheme?

**Crazy Pineapple has a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit , the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.**

(h) How are winners determined and paid?

**The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:**

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace,2,3,4 and 5 is the smallest straight)**

7. Three of a kind
8. Two pairs
9. One pair
10. No pair (high single card)

The player with the lowest five-card combination that is "eight or better" will share the pot.

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.

If two or more players tie, they will split the pot equally.

In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.

In Hi-Lo games in the event there is one or more qualifying high or low hands, those players are entitled to split their share of the pot.

9. Describe a "round of play"

Blinds are posted before the players look at their cards.

The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive three cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting. Players then discard.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.

10. Describe the type of gaming table utilized for this game

**One poker gaming table (with drop slots)**

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**

# RULES FOR MEXICAN POKER

1. The Joker is wild when dealt face down; however, when dealt face up it may be used as an Ace or to complete a Straight or a Flush. If a player receives the Joker as a down card and turns it up it remains a wildcard.
2. Each player must post an ante to receive a hand.
3. The collection and jackpot are to be taken from the pot after the high card has posted the opening bet. The Jackpot collection is to be dropped immediately. Drop the Collection after you push the pot and before you move the button.
4. The following hands are considered the same as a "Straight" due to the removal of the 8's, 9's and 10's from the deck. "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" and "7-J-Q-K-A".
5. A card will be burned on each round, following the second round.
6. Check and raise is permitted. All raises must be at least equal to the size of the previous bet or raise.
7. One bet and three raises are allowed.
8. If cards on the initial deal are dealt out of sequence, a misdeal will be declared and the hand redealt.
9. Because cards on 3<sup>rd</sup>, 4<sup>th</sup> or 5<sup>th</sup> are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will be dealt and betting will resume. Any bets made by players who receive their cards out of sequence will be denied and returned to the player.
10. If a player requested a downcard and is dealt a card face up, that player may declare himself all in or continue to play as normal.

6. Name of the game: **Pai Gow Poker, Joker's (Not Wild Version)**
8. A detailed description of rules of the game must be attached and must include the following information:

- (a) What are the standards of play?

**The object of the game (Pai Gow Poker ) is to set the seven cards received on the deal into two segments that will rank higher than the two segments set by the player-dealer . The player must arrange the hand according to the two-five formations and the front segment may not rank higher than the back segment. The game is played with the player-dealer system, it requires one of the players acting as the player-dealer , whose hand and wager will play against the rest of the table. No player may act in the player-dealer position consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.**

- (b) Does the game use a "standard" 52-card deck or other type of card deck?

**Pai Gow Poker is played with a conventional poker deck with one added Joker, the deck totals 53 cards, the joker may be used as an ace or to complete a straight or flush.**

- (c) Who deals the cards? describe dealing procedures

**The casino dealer shuffles and deals the cards face down. The dealer will deal 7 stacks of cards at the table, each contains 7 cards, with 4 cards remaining as the stub. At tables with a shuffle machine (Shuffler), the Shuffler will automatically shuffle and release each 7 card stack. The dealer will position each stack on the table.**

**Once all 7 stacks are dealt/positioned at the table, the player-dealer will select the stack to be dealt out first (from the casino dealer's left to right, they will be referred as #1 through #7). The casino dealer will place the Action button on top of the selected hand, then offer the dice to the player-dealer for shake. The total of the dice will decide the action button's position. Each of the 7 stacks will be distributed accordingly starting with the action button stack clockwise. A 53 card deck only allows 7 hands to be played at a time. A "No Play" button will be placed on the seat immediately to the right from the player-dealer position. This seat will not receive a hand, but**

**may participate by placing a wager and collection on other available betting circles.**

- (d) How many players does the game involve?

**The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.**

- (e) How and when are house fees collected?

**See attached collection sheet and collection procedures for California Games.**

- (f) What is the betting limit?

**See attached collection sheet**

- (g) What is the betting scheme?

**All wagers must be placed inside the betting circle before the dice cup is opened. Players must wager within the tables posted limits. There is no maximum on Player-dealer's wagers.**

- (h) How are winners determined and paid?

**Players win when their two hands rank higher than the player-dealer's two hands. When one hand ranks higher and the other lower, it results in a tie (push). When the player and the player-dealer have the exact same hand on the "2" card hand, the player-dealer wins that hand. If there is a tie on the "5" card hand, the next highest ranking card determines the winning hand. The following are the general ranking of hands in descending order of values:**

- 1. Five of a Kind**
- 2. Royal Flush**
- 3. Straight Flush**
- 4. Four of a Kind**
- 5. Full House**
- 6. Flush**
- 7. Straight (A-2-3-4-5 is the smallest Straight)**
- 8. Three of a Kind**
- 9. Two Pairs**
- 10. One Pair**
- 11. No Pair (Nothing)**

The player-dealer's wager will play against all other wagers. The payoff starts from the action button position moving clockwise, and the settlement of wagers proceeds to the extent that player-dealer's wager covers. In the event that the player-dealer's wager doesn't cover all wagers a courtesy button will be awarded. This allows the player to wager the next hand without posting a collection.

9. Describe a "round of play"

After the dealer positions all 7 hands at the table, the player-dealer will select the first to be dealt, and shake the dice. Before the opening of the dice cup, all players may place their wagers. The dealer will then open up the dice cup which determines the action button position. All players except the player-dealer, will view their hands and set a front and back hand at the table, or they may request the hand to be played the "House-Way". Once all hands are properly placed on the table the dealer will expose the player-dealer's hand, confirm the player-dealer's decision on how the hand will be played, then open and compare hands with players starting clockwise from the action button, then proceed with the payoff process.

10. Describe the type of gaming table utilized for this game

There are two types of tables. 1) regular half-circle table, with or without the shuffle machine. 2) boxperson table which is similar to a Las Vegas Baccarat table.

11. List other equipment used

- One California game style gaming table (with the drop slots)
- Dealer chair and chairs for players
- Drop boxes for table fee and jackpot collection
- Two decks different color
- Dealer's cut card
- Dealer's tray
- Two dealer buttons, one round and one square.
- Action button (Red background)
- No Play button (Black background)
- Dealer Check button, to indicate the hand that requested "House Way" to be applied
- Courtesy buttons
- Proper denomination of gaming chips
- Three dices, dice cup and saucer



- **Shuffling machine on limited tables**
- **Table signs**

## **COLLECTION PROCEDURE FOR CALIFORNIA GAMES**

1. All table and jackpot fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Flat fees on each wager may be assessed at different collection rates; but no more than three collection rates may be established per table.
4. The fee collection method is as follows:

Table Fee- house fee collection

Jackpot Fee- if applicable

5. For every game regardless of the outcome of the game, the table fee and jackpot fee (if applicable) will be collected from all wagers.

### **Table and Jackpot Fees Posted by Player**

- Games that require a player to act as player-dealer, such as Pai-Gow Poker, Pan-9, 21<sup>st</sup> Century Baccarat, No Bust Blackjack and Pai Gow (Tiles) all players must post the required table fee prior to the delivery of the cards and the first position player-dealer will post the jackpot fee (if applicable).
- In games that require a player dealer, a courtesy button (in lieu of table fee refund) is given to each wager placed in which a table fee was posted, but did not receive action.

### **Table and Jackpot Fees Collected by Dealer**

- In Pai Gow Poker and Pai Gow Tiles the collection will be taken before the player-dealer's hand is opened by the dealer.
- In Pan-9, 21<sup>st</sup> Century Baccarat and No Bust Blackjack the collection will be taken before the dealer deals the first card.
- In 13 Card Poker all participants must post the collection prior to the delivery of the hands. The table fee will be taken before the showdown.

6. Name of the game: **Pai Gow Poker, Joker's wild version**
8. A detailed description of rules of the game must be attached and must include the following information:
- (a) What are the standards of play?

**The object of the game (Pai Gow Poker Joker's Wild version) is to set the seven cards received on the deal into two segments that will rank higher than the two segments set by the player-dealer. The player must arrange the hand according to the two-five formations and the front segment may not rank higher than the back segment. The game is played with the player-dealer system, it requires one of the players acting as the player-dealer whose hand and wager will play against the rest of the table. No player may act in the player-dealer position consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.**

- (b) Does the game use a "standard" 52-card deck or other type of card deck?

**Pai Gow Poker Joker's wild version is played with a conventional poker deck with one added Joker, the deck totals 53 cards, the joker may be used as any card to form the best playing hand.**

- (c) Who deals the cards? describe dealing procedures

**The casino dealer shuffles and deals the cards face down. The dealer will deal 7 stacks of cards at the table, each contains 7 cards, with 4 cards remaining as the stub. At tables with a shuffle machine (Shuffler), the Shuffler will automatically shuffle and release each 7 card stack. The dealer will position each stack on the table.**

**Once all 7 stacks are dealt/positioned at the table, the player-dealer will select the stack to be dealt out first (from the casino dealer's left to right, they will be referred as #1 through #7). The dealer will place the Action button on top of the selected hand, then offer the dice to the player-dealer for shake. The total of the dice will decide the action buttons position. Each of the 7 stacks will be distributed accordingly starting with the action button stack clockwise. A 53 card deck only allows 7 hands to be played at a time. A "No Play" button will be placed on the seat immediately to the right from the player-**

**dealer position. This seat will not receive a hand, but may participate by placing a wager and collection on other available betting circles.**

- (d) How many players does the game involve?

**The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.**

- (e) How and when are house fees collected?

**See attached collection sheet and collection procedures for California Games.**

- (f) What is the betting limit?

**See attached collection sheet**

- (g) What is the betting scheme?

**All wagers must be placed inside the betting circle before the dice cup is opened. Players must wager within the tables posted limits.**

**There is no maximum on Player-dealer's wagers.**

- (h) How are winners determined and paid?

**Players win when their two hands rank higher than the player-dealer's two hands. When one hand ranks higher and the other lower, it results in a tie (push). When the player and the player-dealer have the exact same hand on the "2" card hand, the player-dealer wins that hand. If there is a tie on the "5" card hand, the next highest ranking card determines the winning hand. The following are the general ranking of hands in descending order of values:**

- 1. Five of a Kind**
- 2. Royal Flush**
- 3. Straight Flush**
- 4. Four of a Kind**
- 5. Full House**
- 6. Flush**
- 7. Straight (A-2-3-4-5 is the smallest Straight)**
- 8. Three of a Kind**
- 9. Two Pairs**
- 10. One Pair**
- 11. No Pair (Nothing)**

**The player-dealer's wager will play against all other wagers. The payoff starts from the action button position moving clockwise, and the settlement of wagers proceeds to the extent that player-dealer's wager covers. In the event that the player-dealer's wager doesn't cover all wagers a courtesy button will be awarded. This allows the player to wager the next hand without posting a collection.**

9. Describe a "round of play"

**After the dealer positions all 7 hands at the table, the player-dealer will select the first to be dealt, and shake the dice. Before the opening of the dice cup, all players may place their wagers. The dealer will then open up the dice cup which determines the action button position. All players except the player-dealer will view their hands and set a front and back hand at the table, or they may request the hand to be played the "House-Way". Once all hands are properly placed on the table, the dealer will expose the player-dealer's hand, confirm the player-dealer's decision on how the hand will be played, then open and compare hands with players starting clockwise from the action button, then proceed with the payoff process.**

10. Describe the type of gaming table utilized for this game

**There are two types of tables. 1) regular half-circle table, with or without the shuffle machine. 2) boxperson table which is similar to a Las Vegas Baccarat table.**

11. List other equipment used

- **One California game style gaming table (with the drop slots)**
- **Dealer chair and chairs for players**
- **Drop boxes for table fee and jackpot collection**
- **Two decks different color**
- **Dealer's cut card**
- **Dealer's tray**
- **Two dealer buttons, one round and one square.**
- **Action button (Red background)**
- **No Play button (Black background)**
- **Dealer Check button, to indicate the hand that requested "House Way" to be applied**
- **Courtesy buttons**
- **Proper denomination of gaming chips**
- **Three dice, dice cup and saucer**

- **Shuffling machine on limited tables**
- **Table signs**

# JOKER'S WILD PAI GOW POKER

## OBJECT OF THE GAME

The object of the game is to set 7 cards received on the deal into two separate poker hands: a two-card front hand; and a five-card back hand. The object is to have both hands rank higher than the corresponding front and back hands set by the opponent(s). Note: The front hand may not rank higher than the back hand.

## PLAY

Pai Gow Poker is played with a conventional poker deck with one added Joker, totaling 53 cards. The Joker may be used as any card. Five aces (four aces and a Joker) is the best possible hand. The following ranking chart indicates the general categories of hands in descending order of value:

- (1) Five of a Kind
- (2) Royal Flush
- (3) Straight Flush
- (4) Four of a Kind
- (5) Full House
- (6) Flush
- (7) Straight  
(A-2-3-4-5 is the smallest Straight)
- (8) Three of a Kind
- (9) Two Pairs
- (10) One Pair
- (11) No Pair (Nothing)

## HOW TO WIN

A player wins when his/her two hands rank higher than the player/dealer's respective hands. When one of the hands ranks higher and the other one lower, a tie (push) results; no wager is exchanged. When the player and the player/dealer have the exact same hand, the player/dealer wins that hand.

## **PAI GOW EXPRESS**

### **BASIC CONCEPT & RULES**

- 1) Pai Gow Express is played with a conventional fifty-two-card poker deck with one added Joker.
- 2) The Joker is wild and is be used as the best possible card for the hand.
- 3) Pai Gow Express is played on a blackjack style with eight playing positions. Each playing position has three betting circles. Backline betting is allowed.
- 4) The dealer deals eight five-card hands. The player-dealer will select the first hand to be dealt out then shake the dice cup to decide the action button position. All hands will be distributed in clockwise rotation starting from the action button position.
- 5) All participants are required to post the table fee collection and their wager according to the table limits before the dealer opens the dice cup. The player-dealer also needs to post the jackpot collection.
- 6) The object of the game is to set two segments; a two-card front segment, and a three-card hand as the back segment, that rank higher than the two respective segments set by the opponent(s).
- 7) The player must arrange the hand so that the front segment does not rank higher than the back segment.
- 8) In the front hand, only Pair and No Pair have rank value.
- 9) In the backhand, a three of a kind is the best possible hand. The following are the general categories of hands in descending order of values:
  - a.) Three of a Kind
  - b.) Straight Flush
  - c.) Straight (A-2-3 is the smallest Straight)
  - d.) Flush
  - e.) One Pair
  - f.) No Pair (Nothing)
- 10) Players must exercise one of the following options:



- a.) Set the hand into two segments and play, or
  - b.) Request the hand to be played according to "House Way".
  - c.) Upon request of the player, the house dealer/floorperson will play the hand according to the House Way, which must be applied according to the following order:
    - 1. Form a pair in the two-card hand with a higher pair or complete hand in the three-card hand.
    - 2. Form an Ace or King in the two-card hand and at least a pair in the three-card hand, and the best possible three-card hand must be set using an Ace or King in the two-card hand.
    - 3. Form a complete three-card hand in the back, with the highest possible front hand.
    - 4. Form a pair in the three-card hand.
    - 5. Form the second and third highest card in the front hand.
- 11) The player-dealer's hand will not be viewed until all other players' hands have been properly set. The house dealer will open the player-dealer's hand and let the player-dealer set the hand.
- 12) Once the player-dealer's hand is set, the house dealer will start from the action button position, moving clockwise, opening each player's hand and compare it with the player-dealer's hand.
- 13) A player wins when both segments of his/her hand rank higher than the player-dealer's hands two respective segments.
- 14) A player loses when both segments of his/her hand rank lower than the player-dealer's hands two respective segments.
- 15) When one of the segment of a player's hand ranks higher than the player-dealer's respective segment and the other lower, the hand is a tie ("push"), neither player wins the wager.
- 16) When the player and the player-dealer have the exact same segment value, the player-dealer wins that segment.
- 17) Wagers are collected and paid only to the extent that the player-dealer's wager covers.
- 18) A table fee collection is taken from each player for every bet prior to start of each game.
- 19) Third Party Providers of Proposition Player Services ("TPPPS"), as defined by Section 19980 of the California Business and Professions Code, their agents and

employees, may play. Back line betting is allowed in accordance with local ordinance.

- 20) "Round of Play": Players choose their spots around a Pai Gow Poker style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.
- 21) No Free Play: Commerce Casino will not reduce, waive, refund or provide a free collection ("Courtesy Button") token to any patron in either the base game or the jackpot element of any game included in this proposal.

6. Name of the game: **No Bust Blackjack**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) What are the standards of play?

**The object of the game (No Bust Blackjack) is to achieve the best hand possible that will rank better than the player-dealer. The game is played with the player-dealer system, it requires one of the players to act as the player-dealer, whose hand and wager will play against the rest of the table. No player may act as player-dealer consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.**

(b) Does the game use a "standard" 52-card deck or other type of card deck?

**No Bust Blackjack is played with an 8 deck shoe of cards. Each deck contains 53 cards, 52 cards and a joker.**

(c) Who deals the cards? describe dealing procedures

**The casino dealer deals the cards out of the shoe rack, starting from the first wagered seat clockwise from the dealer button position; one card at a time moving clockwise, until all wagered seats have received 2 cards. The player-dealer will receive only one card at the first round of dealing. All cards are dealt face up.**

(d) How many players does the game involve?

**The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.**

(e) How and when are house fees collected?

**See attached collection sheet**

(f) What is the betting limit?

**See attached collection sheet**

- (g) What is the betting scheme?

All bets must be placed inside the betting circle before the first round of cards is dealt (passed the wagered seat). There is no maximum limit to the player-dealer's wager, players must bet within the table's limit.

- (h) How are winners determined and paid?

The best hand is "Natural" which is a hand consisting of two jokers, followed by 21, 20, 19.....etc; in descending order. Any hand that has a value greater than 21 loses to a hand that has the value of "natural" or under. A hand's ranking value is the sum of the value of all the cards in the hand. The K's, Q's and J's have the value of "10". Aces may be used as the value "1" or "11". The joker is wild, any combination with the joker has the value of "21". The rest of the cards have face values.

When both the player's and the player-dealer's hands are "Natural" or under, the hand closest to the "Natural" wins, when they have the same value, it is a tie (push), no wager exchanged.

When both the player's and the player-dealer's hands are greater than "Natural"

- If the player's hand is lesser in value, it is a tie (push), no wager exchanged.
- If the player-dealer's hand is lesser in value, the player-dealer wins.
- If the player and player-dealer's hands have the same value, the player/dealer wins.

The player-dealer's wager will play against the rest of the wagers. The player dealer position may only win or lose the amount posted in the player-dealer position. Courtesy buttons are awarded to all players whose wagers are not covered by the player dealer.

9. Describe a "round of play"

(Before the first round of dealing has passed the seat, all players may place wagers. ) The dealer will start dealing from the first wagered seat clockwise from the dealer button, one card at a time until all players have received 2 cards; the player-dealer will not receive the 2<sup>nd</sup> card. The draw starts from the first hand clockwise from the dealer button. After the

draw has been completed the player dealer will receive the 2<sup>nd</sup> card, and the value of the 2<sup>nd</sup> card will decide the position of the action button. After the player-dealer's draw card process is completed, the dealer will compare hands with players starting from the action button followed by the payoff process.

10. Describe the type of gaming table utilized for this game

**Regular half-circle table**

11. List other equipment used

- One California game gaming table (with the drop slots)
- Dealer chair and chairs for players
- Drop box for table fee
- Shoe of cards and shoe rack
- Dealer's cut card
- Shoe cut card, one side black, one side yellow
- Dealer's tray
- Two dealer buttons, one round and one square.
- Action button (Red background)
- Dealer Check button, to indicate the hand that requested "No Action Way" to be applied
- Courtesy buttons
- Proper denomination of gaming chips
- Shuffling machine on limited tables
- Table sign

## HOW TO PLAY

1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card and a Joker is 21.

2. A single or multiple deck of standard cards is used. If multiple decks are used, one Joker is added to each deck.

3. When play begins, all players receive two cards face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.

4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first clockwise position from the player dealer. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."

5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw cards. The player dealer may draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."

6. If the player dealer's up card is a Joker, there is no draw.

## OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a Natural as possible, without exceeding it. A Natural hand beats all other hands. A Natural consists of two Jokers.

## GAME RULES

1. If a player's total is more than a "Natural", and the player dealer's total is a "Natural" or less, player dealer wins.

2. If a player's total is a "Natural" or less, and the player dealer's total is more than a "Natural", player wins.

3. If a player's total is more than a "Natural" and the player dealer's total is more than a "Natural", and:

- player dealer is closer to a "Natural", then player dealer wins.
- player is closer to a "Natural", it results in a push.

4. Player dealer wins all ties over a "Natural."

5. If the player's total and the player dealer's total are both below a "Natural", the hand closest to a "Natural" wins.

6. If the player and the player dealer have the same total equaling a "Natural" or less, it is a push.

## ADVANTAGE CHART FOR HIT CARDS

Two Card Total	Advantage	Disadvantage
11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

## DOUBLE-DOWN SPLIT & SURRENDER

1. Players may double-down on any two cards and receive one draw card.

2. Players cannot split, double-down or surrender any hand with a Joker.

3. Players splitting:

- Aces will receive one draw card for each Ace only.
- any other pair or any two cards of 10-point value will receive multiple draw cards.

4. Players may double-down after each split.

5. Multiple splitting is permitted (up to 2 times).

6. Players can surrender on their first 2 cards, and forfeit half of their wager.

7. If the player dealer's second card is a Joker, double-down and split wager receives no action.

8. All pay-offs are to the extent that the player dealer money covers.

9. Additional rules may apply.



# Commerce Casino

L. A. ' S F R I E N D L I E S T

## *21<sup>st</sup> CENTURY BACCARAT* *Face Up Version*

### SUMMARY OF GAME

The object of the game is to assemble a hand of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals three hands of two cards each, one to her right, one left and one in front. The hand in front of the house dealer belongs to the player/dealer. The hands to the house dealer's right and left are dealt face up and are community hands. Players wagering in seats 1 to 4 play one of these hands and players wagering in seats 5 to 8 wager on the other hand. Non-seated players may bet on either hand. The player/dealer's first card is dealt face up and the second card is face down.

Each player has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

In response to the letter from Samuel Dudkiewicz, dated May 8, 2003, this proposal has been revised from Commerce Casino's February 13, 2003 proposal to delete the "courtesy button" procedure and equipment. Commerce Casino will collect its table fee of between \$2.00 to \$5.00 per hand from each participating player regardless of whether a player's wager is covered by the player/dealer. Based on the Division of Gambling Control's interpretation of Penal Code section 330j(f), Commerce Casino will not give players any free or waived fee collection, voucher, token, or any other means of waiving, refunding, or reducing the amount of the predetermined table fee based on the "stage" of the game or the amount of money awarded to the winner of the game.



# Commerce Casino

L. A. 's F R I E N D L I E S T

## BASIC CONCEPT & RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible
2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.
8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals three two card hands, in rotation, one at a time.
11. Players in seats 1 to 4 and 5 to 8 each receive two community cards, face up.
12. The player/dealer receives two cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
14. Each player with a wager on the stand line has four options:
  - a) Stand and keep wager on the Stand Line;





# Commerce Casino

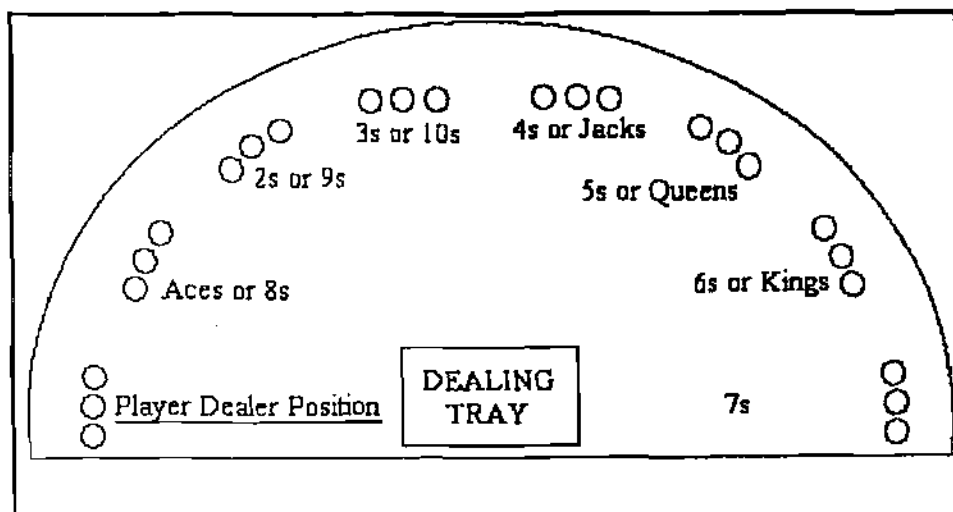
L. A. 's F R I E N D L I E S T

- b) Hit and take a community card by moving wager to Hit Line;
- c) Surrender and forfeit half of the wager; or
- d) Make an additional wager equal to the original wager and take a community card by moving original wager and additional wager on the Hit Line.

15. The House Dealer will deliver additional hit cards to seats 1 to 4 and/or 4 to 8 if requested and will then expose the player/dealer's hole (down) card.

16. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

<u>Player with Position Number</u>	<u>Is Represented By</u>
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7





# Commerce Casino

L. A. 's F R I E N D L I E S T

17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
18. Players with hands valued at 0 to 6 may surrender.
19. Players with hands valued at 7 to 9 must stand.
20. Players with hands valued at 0 to 4 must hit.
21. Players with hands valued at 0 to 6 may add a wager equal to their original wager and hit.
22. The Player/dealer wins all ties on zero and one.
23. All ties on 2 through 9 are a "Push" and wagers are called off.
24. The Player/dealer must hit on 5s or below and must stand 6s and above.
25. House Way: Players hit on 5 or below and stand on 6 or above. House Way must be used by the house dealer when a player requests the House dealer to play an additional wager.
26. Any three card hand with a value of 9 pushes a two card hand with a value of 9.
27. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
28. Backline betting is allowed. Each seat has three betting circles for Ante bet.
29. "Round of Play" .Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.



# Commerce Casino

L. A. ' s F R I E N D L I E S T

## PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4<sup>th</sup> 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.



# Commerce Casino

L. A. 's F R I E N D L I E S T

## VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1
- All ties from 2-9 are pushes.

## Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0



# Commerce Casino

L.A.'s FRIENDLIEST

## Hand Ranking Chart

Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	



# Commerce Casino

L. A. 's F R I E N D L I E S T

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
6 OR MORE	5 OR LESS	N/A



# Commerce Casino

L. A. 's F R I E N D L I E S T

## PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 &amp; 6</u>

**21<sup>ST</sup> CENTURY BACCARAT**  
***Face Up Version***  
(Second Revision)

Commerce Casino proposes to revise 21<sup>st</sup> Century Baccarat – Face Up Version to 1) reduce the number of hands dealt from three to two; 2) change the playing rules, as set forth below; and 3) change a Jackpot qualifying hands.

**Revision of Dealing Procedures.** The house dealer deals two hands (instead of three) of two cards to each hand. One hand is a community hand. The second hand belongs to the player/dealer. The player/dealer's first card is dealt face up and the second card is face down. Each player then has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

**Revision to Playing Rules.** If the sum of a player's first two cards equal 9 ("Natural"), the player/ dealer will not draw a card. If the sum of the Player/dealer's first two cards equal 9 ("Natural"), the players may not draw.

**Jackpot.** Commerce Casino proposes to revise the Jackpot Qualifying Hands in California Games Jackpots to accommodate 21<sup>st</sup> Century Baccarat – Face Up Version as set forth below.

All other rules will remain as submitted and approved by the Division of Gambling Control on June 20, 2003.



6. Name of the game: **Pai Gow Tiles**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) What are the standards of play?

**The object of the game (Pai Gow Tiles) is to set four tiles received on the deal into two hands that will respectively rank higher than the two hands set by the player-dealer. Pai Gow Tiles is played with the player-dealer system. Each player must arrange four tiles into 2 stack formations in which each stack contains two tiles, each stack is a separate hand. The game is played with the player-dealer, whose hand and wager will play against the rest of the table. No player may act as a player-dealer consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.**

(b) Does the game use a "standard" 52-card deck or other type of card deck?

**Pai Gow Tiles is played with a conventional Chinese Pai Gow tiles set, which consists of 32 tiles.**

(c) Who deals the cards? describe dealing procedures

**The casino dealer scrambles the tiles, face down, and then deals the tiles into 8 stacks of tiles, each stack consisting of 4 tiles. Action button position will be decided according to the result of the shake of the dice. The dealer will then deal the tiles according to the player-dealer's preference, starting from the action button moving counter-clockwise.**

(d) How many players does the game involve?

**The game allows up to eight (8) seated players and no limit of backline players. All players may wager on the available empty betting circles.**

(e) How and when are house fees collected?

**See attached collection sheet and collection procedures for California Games**

- (f) What is the betting limit?

**See attached collection sheet**

- (g) What is the betting scheme?

**All bets must be placed inside the betting circle before the dice cup is opened. Players must wager within the table's posted limit. There is no maximum limit to the Player-dealer's wager.**

- (h) How are winners determined and paid?

**Players win when their two hands respectively rank higher than the player-dealer's two hands. When one of the hands ranks higher and the other lower, it results in a tie (push), no wager exchanged. When the player and the player-dealer have the exact same value in their respective hands the player-dealer wins that hand. The lowest ranked two tile hand will be recognized as the front hand and the highest as the back hand. The player-dealer's wager will play against the rest of the wagers. The player dealer position may only win or lose to the extent of what was wagered. Courtesy buttons will be awarded to all wagers that the player dealer wager did not cover. Courtesy button entitles a player to place a wager without posting a collection in subsequent games.**

9. Describe a "round of play"

**After all tiles have been properly stacked by the dealer, the player-dealer will select the preferred dealing formation, and then shake the dice. Before the opening of the dice cup, all players may place wagers. The dealer will open up the dice cup, and place the action button. The dealer will deliver tiles starting counter clockwise from the action button seat until all 8 stacks are delivered. All players, except the player-dealer, will view their hands and set the tiles into two hands or they may request the hand to be played the "House Way" by leaving the four tiles stacked in one stack. Once all hands are properly placed on the table, the dealer will expose the player-dealer's hand, confirm the player-dealer's decision how the hand will be played then open and compare hands with players starting from the action button moving counter-clockwise, then followed by the payoff process.**

10. Describe the type of gaming table utilized for this game

**Regular half-circle table.**

11. List other equipment used

- **One California game gaming table (with the drop slots)**
- **Dealer chair and chairs for players**
- **Drop boxes for table fee and tip**
- **Set of 32 tiles**
- **Dealer's tray**
- **Two dealer buttons, one round and one square.**
- **Action button (Red background)**
- **Dealer Check plaque, to indicate the hand that requested "House Way" to be applied**
- **Courtesy buttons**
- **Proper denomination of gaming chips**
- **Three dice, dice cup and saucer**
- **Table signs**

**P**AI GOW is an ancient Chinese domino game. It has been played throughout Asia for centuries and is the predecessor of the modern games of Chemin de Fer, Baccarat and Blackjack.

PAI GOW is a rotating bank game that uses a standard set of Chinese dominoes (32). The house has no stake in the game except to provide a house dealer. Each player is offered to be the bank in turn, counter-clockwise. The player has the option of either accepting the bank or passing it on to the next player.

The player banker starts the game by rolling three dice. The total of the dice determines which player receives the first set of dominoes. (Starting from the player banker, the house dealer counts counter-clockwise.) Each player receives four dominoes and plays two hands simultaneously, a high hand and a low hand. Both hands must be higher than the bank's hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the bank's hands, the player loses. A rating system determines the value of each hand.

PAI GOW is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations of dominoes that are

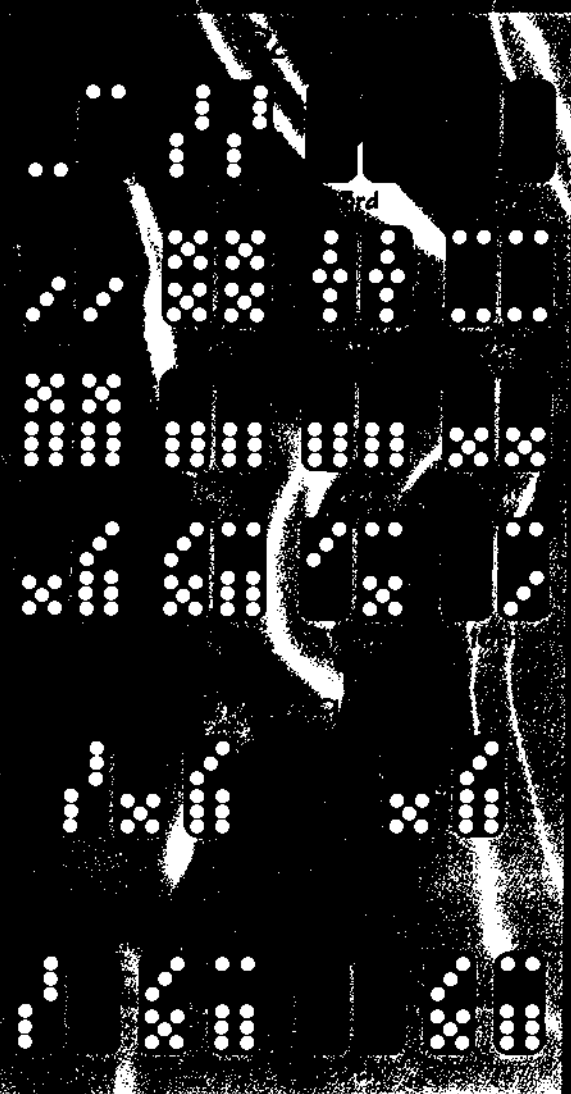
higher than 9. Sixteen of these combinations are pairs. The other four combinations of dominoes that are higher than 9 are called Wong and Gong. Each of these combinations and each individual domino has a ranking. The symbolism of the domino (not the numerical value) determines their ranking. (See Ranking Chart) If a player can't play one of the above mentioned combinations, he adds the total spots on two dominoes (subtracting 10's as in Baccarat) to determine his hand. If both the player and the banker have the same numerical valued hand, the hand with the highest ranking domino wins (only the highest ranking domino is considered.) If both player and the banker have the exact same hand, the banker wins.

The most logical ways of play are:

1. Play the pairs (Caution, the unmatched pairs are often overlooked).
2. Play a 2 or a 12 with a 7, 8 or a 9 (to produce either a high 9, or Gong or a Wong).
3. Play two small dominoes that equal 7, 8 or 9.
4. Play the biggest domino with the smallest (making the low hand as high as possible).

The House takes a collection based on the table limits.

## Ranking Combinations



6. Name of the game: **13 Card Poker, also known as Chinese Poker (Mandarin Version)**

8. A detailed description of rules of the game must be attached and must include the following information:

(a) What are the standards of play?

**The object of the game (13 Card Poker) is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the active players. The player must arrange the hand according to the three-five-five card formation. The front hand may not rank higher than the middle hand, the middle hand may not rank higher than the back.**

(b) Does the game use a "standard" 52-card deck or other type of card deck?

**13 Card Poker is played with one standard 52-card poker deck.**

(c) Who deals the cards? describe dealing procedures

**The casino dealer deals the cards face down. The dealer will deal 4 stacks of cards at the table in clockwise rotation, each stack contains 13 cards. The first stack on the dealer's left will be dealt to the action button. The action button is awarded to the highest back hand value from the previous hand. In a 5 handed game, the dealer button position will not receive a hand, in a 4 handed game, the dealer button position will receive a hand. A 5<sup>th</sup> player may be eligible to participate provided that one of the 4 hands chooses not to participate.**

(d) How many players does the game involve?

**The game allows up to five (5) seated players.**

(e) How and when are house fees collected?

**See attached collection sheet and collection procedures for California Games**

(f) What is the betting limit?

**See attached collection sheet**

- (g) What is the betting scheme?

**The limit of the game indicates the wager being played for, each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e; in a \$5.00 limit game each point would have a money value of \$5.00**

- (h) How are winners determined and paid?

**The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager exchanged. The following are the general ranking of hands in descending order of values:**

- 1. Royal Flush**
- 2. Straight Flush**
- 3. Four of a Kind**
- 4. Full House**
- 5. Flush**
- 6. Straight (A-2-3-4-5 is the smallest Straight)**
- 7. Three of a Kind**
- 8. Two Pairs**
- 9. One Pair**
- 10. No Pair (Nothing)**

**Certain situations will qualify to win extra points, such as Bonus Hand, Shot, Homerun and Clean Sweep, please refer to the gaming brochure for detail.**

**The player's wager will play against the rest of the participants. The payoff starts from the first player clockwise from the dealer button position moving clockwise, and the settlement of wagers continues to the extent that player's wager covers. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might taken place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. The settlement of wagers will be conducted in the following fashion:**

- 1) The player in 1<sup>st</sup> clockwise position from the dealer button settles the payoff against the 2<sup>nd</sup> position.**
- 2) The player in 1<sup>st</sup> clockwise position from the dealer button settles the payoff against the 3<sup>rd</sup> position.**

- 3) The player in 1<sup>st</sup> clockwise position from the dealer button settles the payoff against the 4<sup>th</sup> position.
  - 4) The player in 2<sup>nd</sup> clockwise position from the dealer button settles the payoff against the 3<sup>rd</sup> position.
  - 5) The player in 2<sup>nd</sup> clockwise position from the dealer button settles the payoff against the 4<sup>th</sup> position.
  - 6) The player in 3<sup>rd</sup> clockwise position from the dealer button settles the payoff against the 4<sup>th</sup> position.
- The player with the highest back hand value will win the antes.

9. Describe a "round of play"

**Players will ante according to the limit of the game.**

**The dealer will deliver the first stack (from the casino dealer's left to right, they will be referred to as #1 through #4) one hand (13 cards) per seat, starting from the action button position; if it is the first hand of a new game, the action button will be on the first clockwise player from the dealer button; if it is an ongoing game the action button will be on the seat that has declared the best Clean Sweep or the best back hand of the previous hand. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows.**

10. Describe the type of gaming table utilized for this game

**13 Card Poker table or regular Poker table.**

11. List other equipment used

- One 13 Card Poker table or regular Poker table (with the drop slot)
- Dealer chair and chairs for players
- Drop boxes for table fee
- Two decks of different colors
- Dealer cut card
- Dealer tray
- One round shape dealer button
- Action button (Red background)
- Proper denomination of gaming chips
- Table sign

## —Introduction—

Chinese Poker is played with a regular 52-card deck, and utilizes standard poker rankings. Four players are dealt 13 cards each. They must be arranged to form three poker hands: a three-card "front" segment (straights or flushes do not have ranking value), a five-card "middle" segment, and a five-card "back" segment. The front segment may not rank higher than the middle segment and the middle segment may not rank higher than the back segment. The object of the game is to set the three segments in such a manner that they beat the respective segments of the opponents. Should a player fail to set the cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is fouled and that player must pay a penalty to each opponent.

When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares their segments against the segments of all the opponents hands one player at a time, beginning with the player sitting clockwise next to the dealer button and continuing around the table.

## —Point System—

The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point, which has a monetary value depending on the table limit. The player who has the highest ranking for each segment wins one point from his/her opponent(s). Players then settle their wagers according to the point difference.

In addition to the basic point system, three variations may be utilized:



# Caribbean Stud Poker

The game is played on a blackjack styled table with up to eight player positions. A standard 52-card deck is used. In front of each player's position are two betting spots: "ANTE" and "BET".

Players must place an ANTE prior to receiving their cards. Following the ANTE, each player receives five cards face down. The player/dealer receives four cards face down and one face up card. The player/dealer's last card is used to determine placement of the action button. There is no dice in the game.

Players have the opportunity to examine their hand and have the option to fold (surrender) or call. If a player elects to fold she forfeits her ANTE. If the player calls, she must place an additional wager, equal to twice the ANTE, in the BET circle. After making this decision, all players must put their cards face down on the table.

The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer does not have an Ace-King or higher, she does not qualify and the hand is over. In that case all players who called are paid even money on their ANTE and their call BET is returned.

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer

have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

# ***CARIBBEAN STUD POKER***

## **BASICS RULES&PROCEDURE**

- 1) The object of CARIBBIAN STUD POKER is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style table.
- 4) Each player position has areas on the table lay-out marked Ante and Call bet.
- 5) Third Party Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two-backline betting positions are allowed. Each seat has three betting circles for Ante and Call bets. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Players must place Ante prior to receiving their five card hand.
- 9) The cards are dealt five in rotation from the player/dealer left to right. Each player's and the player/dealer's hand is composed of five cards dealt face down. After the deal, the player/dealers' top card is turned face up. The Player/dealer thus will have four cards face down and one card face up.
- 10) The player/dealer must have a poker value of at least an Ace/King to qualify. If the player/dealer does not obtain a qualifying hand (i.e., Ace/King or better), players who call automatically win and are paid

even money on their Ante bet even if the player's hand is lower than the player/dealer's hand.

- 11) If the player/dealer obtains a qualifying hand, the players act in turn by exercising one of the following options:
  - a) Surrender by forfeiting their Ante wager; or
  - b) Call by placing a Call Bet in the amount of double the Ante.
- 12) Each player's five-card hand is compared with the Player/dealers' five-card hand. The higher hand wins.
- 13) The player/dealer's hand must have a poker value of at least an Ace/King (an ace and a king) to "qualify." If the player/dealer's hand does not qualify, players who have not surrendered win the Ante bet.
- 14) If the player/dealer's hand does not qualify with an Ace/ King, the back Call Bet wager will be push and receives no action.
- 15) If the player/dealer hand qualifies all identical hands push (tie). There is no draw or discard.
- 16) The hand ranking of Caribbean Stud Poker is identical to all 52 card poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
- 17) The odds pay-offs will only be modified to increase the game's return to the players.
- 21) Wagers are collected or paid, to the extent that player/dealer wagers cover in the following order:
  - Front bet (Ante)
  - Back bet (Call Bet)
- 18) The game pays 1 to 1 on all Antes. Table below lists odds paid on Call Bets for the winning hands.

### Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on Call Bet
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

## PLAYER/DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4<sup>th</sup> 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

### Collection Rates

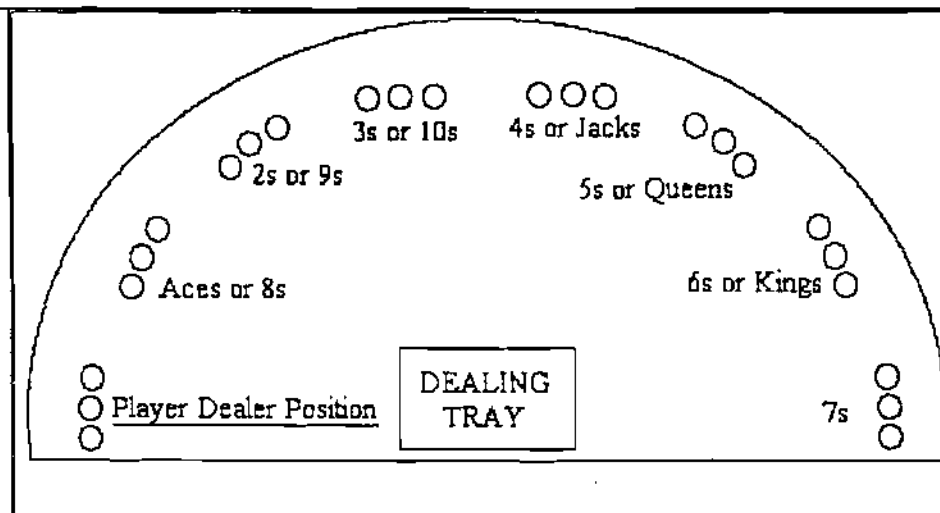
The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post a collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

<u>Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

### Player/ Dealer & Action Button

The player/dealer will receive five cards face down. After all players receive, their five cards face down cards. The house dealer will expose the player/dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one. The player/dealer's last card determines the position of the action button as demonstrated below. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY	
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s







# TRIPS

## A

### FIVE CARD STUD GAME

WITH ELECTRO-MECHANICAL SHUFFLERS

First Revision

## OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

- a) Beat the other participating players involved in the hand.
- b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120 volt electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- ♦ The initial message for players to post their antes and bets,
- ♦ Each player's hand content,
- ♦ Other players' hand contents,
- ♦ Each new card that is being dealt,

- ♦ The total amount of the accumulated pot,
- ♦ The amount of the pot high hand award,
- ♦ Message display of the qualifying hand,
- ♦ Message display of the highest hand in case that a qualifying hand is not obtained,
- ♦ Other message displays for bets and non-winners,
- ♦ Audible sound of bell when a qualifying hand is formed.

## RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

- All cards have their face values.
- Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:
  - ♦ Pairs,
  - ♦ Trips,
  - ♦ Four-of-a-kinds,
  - ♦ Five-of-a-kinds,
  - ♦ Straights,
  - ♦ Flushes, or Straight flushes
- When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
- Picture cards have no numerical value; instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARDS	
CARDS	RANKING VALUE
Ace	1 <sup>st</sup> or 14 <sup>th</sup>
2	2 <sup>nd</sup>
3	3 <sup>rd</sup>
4	4 <sup>th</sup>
5	5 <sup>th</sup>
6	6 <sup>th</sup>
7	7 <sup>th</sup>
8	8 <sup>th</sup>
9	9 <sup>th</sup>
10	10 <sup>th</sup>
Jack	11 <sup>th</sup>
Queen	12 <sup>th</sup>
King	13 <sup>th</sup>
Joker	Wild (as any card)

## VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE	
ORDER OF VALUE	HAND CONTENT
1 <sup>st</sup>	Five-of-a-Kind
2 <sup>nd</sup>	Royal Flush
3 <sup>rd</sup>	Straight Flush
4 <sup>th</sup>	Four-of-a-Kind
5 <sup>th</sup>	Full House
6 <sup>th</sup>	Flush
7 <sup>th</sup>	Straight
8 <sup>th</sup>	Three of a kind
9 <sup>th</sup>	Two pair
10 <sup>th</sup> 11 <sup>th</sup>	One Pair No pair

## GAME LIMITS & COLLECTION RATES

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

### Schedule of Table and Betting Limits and Collections

<b>\$2 TABLE LIMIT</b>		
<b>\$2 BETS IN ALL STAGES</b>		
<b>COLLECTION RATES</b>		
Round	\$ Amount	From
1st	\$0.50	Each Player
2nd	\$0	n/a
3rd	\$2	Pot
4th	\$2	Pot
5th & More	\$0	n/a

<b>\$3 TABLE LIMIT</b>		
<b>\$3 BETS IN ALL STAGES</b>		
<b>COLLECTION RATES</b>		
Round	\$ Amount	From
1st	\$1	Each Player
2nd	n/a	n/a
3rd	\$3	Pot
4th	\$3	Pot
5th & More	n/a	n/a

## \$5 TABLE LIMIT

\$5 BETS IN ALL STAGES

### COLLECTION RATES

Round	\$ Amount	From
1st	\$1	Each Player
2nd	n/a	n/a
3rd	\$5	Pot
4th	\$5	Pot
5th & More	n/a	n/a

## \$10 TABLE LIMIT

\$10 BETS IN ALL STAGES

### COLLECTION RATES

Round	\$ Amount	From
1st	\$2	Each Player
2nd	n/a	n/a
3rd	\$7	Pot
4th	\$7	Pot
5th & More	n/a	n/a

<b>\$25 TABLE LIMIT</b>		
<b>\$ 25 BETS IN ALL STAGES</b>		
<b>COLLECTION RATES</b>		
Round	\$ Amount	From
1st	\$3	Each Player
2nd	n/a	n/a
3rd	\$10	Pot
4th	\$10	Pot
5th & More	n/a	n/a

### TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a pre-determined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. For the second round there is no collection. If play goes to a 4<sup>th</sup> and 5<sup>th</sup> round, the collection listed above will be taken from the pot. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must wait until Trips or better is achieved and a player is awarded the pot.

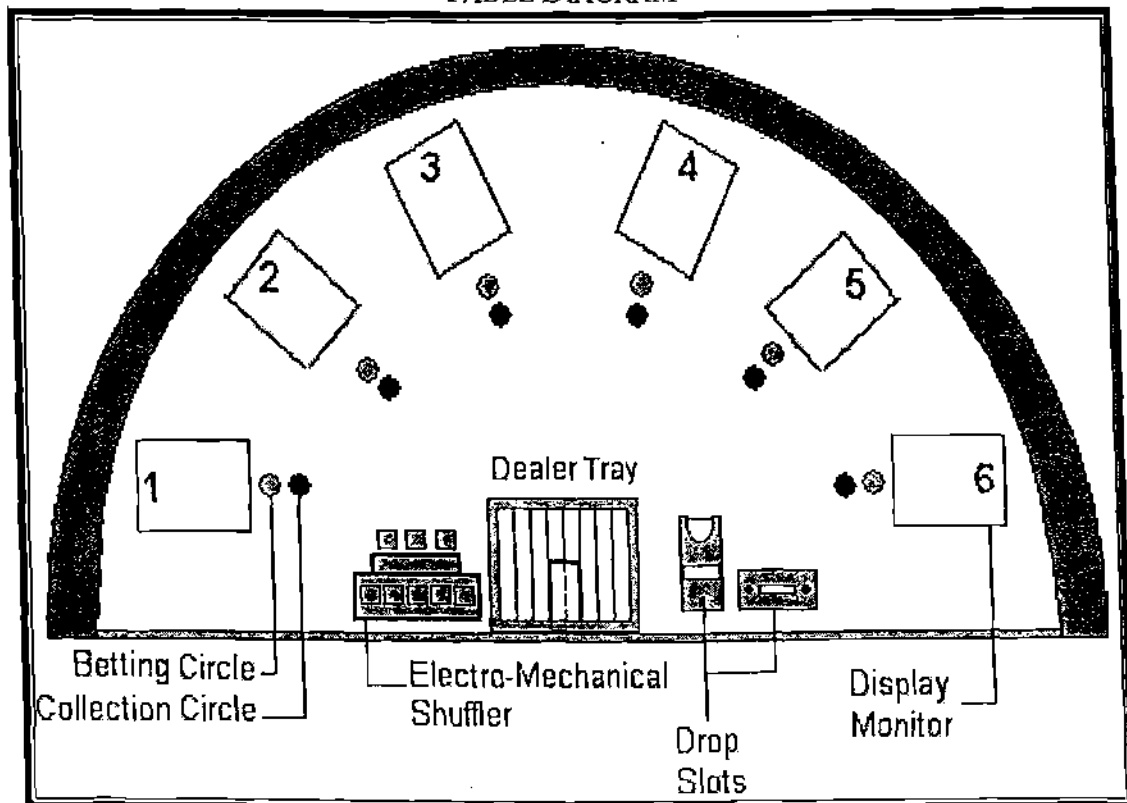
After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections.

### ROUND OF PLAY

A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

- i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.
- ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the casino dealer takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM





- iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.
- v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.
- vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. This initial deal consists of two cards.
- vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.
- viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).
- ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal; hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.
- x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.
- xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.
- xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.
- xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.
- xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and

another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.

- xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.
- xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.
- xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot; however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection; however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

## GAME RULES

- 1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.
- 2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.
- 3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.
- 4) "High Poker" ranking chart is used for comparison of hands.
- 5) All cards are dealt face-up in a Stud form; therefore, there will be no draw cards.
- 6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).
- 7) Players must place a collection and a bet in order to receive the two initial cards.
- 8) After the initial cards, players must either bet or fold.
- 9) Players who make additional wagers are entitled to receive additional cards.
- 10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.
- 11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.
- 12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.
- 13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.
- 14) If no one has a qualifying hand, the round of play is not concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.
- 15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

1. All table and Jackpot fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table.
4. The fee collection method is as follows:
  - Table fee- (house fee collection)
  - Jackpot fee (if applicable)
5. For every game regardless of the outcome of the game, the table fee and jackpot fee will be collected from the pot.

Games that use community cards- the collection will be taken before the flop by the dealer.

Seven Card Stud games- the collection will be taken before the 4<sup>th</sup> street by the dealer.

Lowball and Draw games- the collection will be taken before the draw by the dealer.

Mexican Poker- the collection will be taken before the 3<sup>rd</sup> street by the dealer.

Pan- the collection is taken from the tops before the hand is dealt by the dealer.

In 5-Card Stud the table fee and jackpot fee will be taken from the pot before the 3<sup>rd</sup> street (2<sup>nd</sup> up card).

**Badugi** is a triple draw four card low-hand game. The game follows a betting structure similar to Limit Hold'em games. Badugi is a low hand wins game. The best low hand is comprised of four cards, with none of the same suit, and none of the same rank: i.e. ace, two, three, four all of different suits is the best possible hand. Any 4 card hands like this are known as a 'Badugi'.

Betting is allowed at the end of the draw at all four levels based on the game's structure; i.e. Limit, Pot Limit, or No Limit.

After the last round of betting the winning hand is determined by the following criteria

- **Badugi**
- 3 Card hand
- 2 Card hand
- 1 Card hand

Hand values are based upon the following

### **Badugi**

A **Badugi** is a 4 card hand with no pairs and none of the same suit. Examples of Badugi's would be 2/3/4/5, 2/4/6/7, A/3/5/8, all with none of the same suit. The best possible **Badugi** is A/2/3/4 all off suit as there is no other possible hand lower than this.

### **Paired Hands**

If you hold a hand such as A/2/4/4 (all different suits) then your hand value is really A/2/4 as you can only use one of the cards you have paired. This is known as a three card hand.

Other examples would be A/2/2/4 which is finally A/2/4, K/K/Q/J which is finally K/Q/J, K/J/5/5 which is finally KJ5. A Badugi beats any 3 card hand. Similarly a hand such as A/2/2/2 would only hold a final value of A/2, a two card hand, as the other 2 cards are counterfeited. A three card hand beats any 2 card hand. Other examples of 2 card hands would be A/4/4/4, A/A/8/8, 7/7/6/6, 5/6/6/9 etc.

### **Suited Hands**

Suited hands work similarly to paired hands. If you hold a hand such as A/4/5/6 (where both the 5 and 6 are hearts) then you should choose to play the lower of the two suited cards. In this example then you would hold A/4/5 as the 6 is counterfeited. Other examples would be As9d5s8h where the final value would be A/9/8 as the 5s is dropped. 3h4s9dKh where the final value would be 3/4/9. Jh/Qd/K/2d where the final value would be 2/J/K.

### **Suited and Paired Hands**

Occasionally you may be dealt a hand containing both pairs and suited cards. This is usually not a good situation to be in as it means your final hand value will be very weak. For example, Kh/Kc/9c/Ts would have a final value of 9c/Ts/Kh as the King of clubs is counterfeited. Other examples would be:

- 2h/3h/4s/6d where the final value would be 2/4/6 as the 3 of hearts is counterfeited.
- Td/9s/7s/5s where the final value would be T5 as the 7 and 9 of spades are counterfeited.
- JsQh3s9s where the final value of this hand would be Q3 as the 9 and J of spades are counterfeited.

Therefore double suited double paired hands are not good starting hands.

Another rare example would be when you hold 4 of a kind, e.g. 4/4/4/4 or 9/9/9/9 giving you a final hand value of either 4 or 9 respectively. This is known as a 1 card hand and is the worst possible type of hand to hold.

Furthermore, you could be dealt a hand such as Kd/Kc/Jd/Jc where the final value would be either Kc/Jc or Kd/Jd. So for example you could hold Kh/Jh/Kc/Jc versus your opponent's Ks/Js/Kd/Jd, whereby both of you have a final value of K/J, therefore resulting in a split pot.

## LOWBALL

Lowball is a form of Draw Poker, with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a round of betting. Players are required to either bet or fold. The players who remain in the pot have an option to improve their hands by replacing cards currently in their hands with new cards. This is referred to as the "draw." In limit Poker, the bet doubles after the draw (unless otherwise posted).

The most popular forms of Lowball are Ace-to-Five Lowball (also known as California Lowball) and Deuce-to-Seven Lowball (also known as Kansas City Lowball). In Ace-to-Five Lowball, the best hand is 5-4-3-2-A; in Deuce-to-Seven Lowball, the best hand is 7-5-4-3-2, not all of the same suit.

### **Ace-to-Five (California) Lowball**

Ace-to-Five Lowball is played with a standard 52-card deck, plus a joker, which is considered to be the lowest card not already present in a player's hand. The best possible hand is 5-4-3-2-A, known as a "wheel" or a "bicycle," and straights and flushes have no effect on the value of a hand.

### **Deuce-to-Seven (Kansas City) Lowball**

Deuce-to-Seven Lowball is played with a standard 52-card deck; no joker is used. The best possible hand in this game is 7-5-4-3-2, not all of the same suit.

### **Triple Draw:**

The Triple Draw variation of Lowball Poker is identical to the approved games of California Lowball and Kansas City Lowball except that, after the initial deal, players are given the opportunity to have three draws (as opposed to one draw). Players have an opportunity to beat at the conclusion of the deal as well as after each draw.

# APPLICATION FOR CONTROLLED GAME REVIEW

FOR

## LIGHTNING POKER

### SECTION II – OWNERSHIP OF GAME

1. **Identify any copyright or trademark registration(s) and provide copies, if applicable.**  
Attached in Appendix I are copies of the trademark registrations for our corporate name, Lightning Poker Inc. and our game name, Lightning Poker.
2. **Attach a copy of the patent application or patent related to this game, if applicable.**  
Attached in Appendix 2 is an overview of our patent portfolio and summary of our assigned patents and patent applications.
3. **Detailed description of game rules: see below.**
4. **If applicant is not the game inventor, provide the name of the inventor.**  
Brian Haveson, CEO of Lightning Poker, is the original inventor of the game. Lightning Poker owns 100% of the game.

### SECTION III – GAME INFORMATION SPECIFICS

1. **Name of the controlled game.**  
Lightning Poker – Texas Hold ‘Em
2. **Copies of published/proposed promotions or advertisement literature must accompany this application.**  
Attached is a Lightning Poker brochure. In addition, further advertisement can be found at the website [www.lightningpoker.net](http://www.lightningpoker.net).
3. **A detailed description of the rules of the controlled game must be attached and must include the following information:**
  - a. **Standards of play.**

### LIGHTNING POKER™ TEXAS HOLD'EM Game rules and standards of play

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below;

## Lightning Poker™ Texas Hold'em Rules (written description only)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

## Lightning Poker™ Texas Hold'em Rules (written description with visuals)

To initiate a game, Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

### Rounds of Betting

**1. Opening deal** – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*.

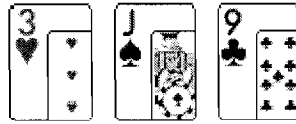


**2. First round of betting** – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

**3. The flop** – The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.



### The Flop

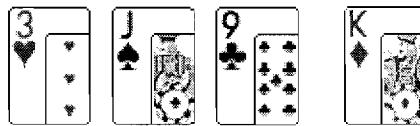


**4. Second round of betting** – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

**5. The turn** – The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *fourth street*.

### The Flop

### The Turn

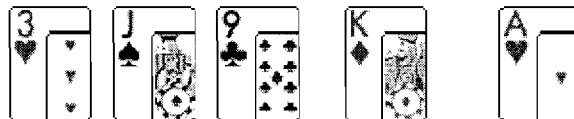


**6. Third round of betting** – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

**7. The river** – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *fifth street*.

### The Flop

### The Turn The River



**8. Final round of betting** – It follows the same format as the second and third rounds.

**9. The showdown** – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

**b. "Standard" 52-card deck or other type of card deck.**

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

**c. Describe dealing procedures.**

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.

If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

***The Flop***

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

***The Turn***

After all players have bet on 'The Flop', a 4<sup>th</sup> community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

***The River***

After all players have bet on 'The Turn', a 5<sup>th</sup> and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of this hand. The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind

4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

**d. Number of players in the game.**

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

**e. Description of how and when are house fees collected.**

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

1-3 players dealt a hand	\$1.00 drop
4-5 players dealt a hand	\$2.00 drop
6 players dealt a hand	\$3.00 drop
7-10 players dealt a hand	\$4.00 drop (maximum)

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:

A charge if there is no 'Flop'?

The amount of players that reach 'The Flop'?

The amount may as a set amount or percentage of the Pot?

The maximum amount that can be collected/raked per hand?

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

Commerce Casino's collection rates are set forth in Appendix 3.

**f. Betting limits.**

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.

There are two (2) common betting limits including;

1. No Limit Games – This is a type of game where players are permitted to bet any amount (no limit) after the Big and Small Blinds are placed. As a note; most card rooms will allow a set maximum amount of money that any individual player can begin with in the game.
2. Limit Games – This is a type of game where players are permitted to only bet a ‘capped’ amount. Just as in a non-electronic game, the cap determines the bet amount and there are three allowable raises per betting round.

**g. Betting scheme.**

1. Checking, Raising and Folding is permitted in all games.
2. ‘Limit Texas Hold ‘Em’ caps the bets and allows for three (3) raises per betting round.
3. ‘No Limit Texas Hold ‘Em’ has no maximum bet and may allow for an unlimited number of raises
4. In ‘heads up play’ (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an ‘All-In Bet’ (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An ‘All-In Bet’ of half the capped bet or more is treated as a full bet and other players may fold, call or make a full raise.
6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes ‘All-In’.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

**h. How winners determined and paid.**

The winner is determined by whichever active player (player has not folded) has the best five-card poker hand after the fifth community card (‘The River’) has been dealt and the final round of betting has been completed, or by a player being the only active player left in a hand (all other players have folded their hands).

Payments are transferred automatically to the winning player’s account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and ‘cash out’ their winnings or remaining monies, they touch ‘Leave Table/Cash Out’ on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player’s cash balance and then pays the player their winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for close to a decade.

**4. Describe a “round of play.” Also provide a video of the controlled game being played, if available.**

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a ‘Pin Pad’ screen on their private LCD touch screen. Once the player types in her/his private Pin #, she/he will be able to play in the next available hand.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room’s poker floor person can begin play by activating the table directly at the table or from a PC.

To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

All players who want to stay in the hand must check or bet as play dictates at that moment.

Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as ‘The Flop’, on the community LCD center screen. The second round of betting now happens.

Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as ‘The Turn’, on the community LCD center screen. The third round of betting now happens.

Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as ‘The River’, on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

**5. Describe the type of gaming table utilized for this game.**

The Lightning Poker table is approximately 86” (length) by 68” (width) by 30” (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table. Photos of the table are attached in Appendix 5.

6. List other equipment used.

Lightning Poker utilizes the following required equipment for game play;

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

7. Provide a glossary of terms used in the controlled game.

**Glossary**

<b>ACTION:</b>	A fold, check, call, bet or raise by a player
<b>ALL IN:</b>	A bet that has put all of a player's money/chips into the pot.
<b>ANTE:</b>	A required bet posted before the start of a hand by all players
<b>BET:</b>	The act of placing an amount of money or chips into a pot by a player
<b>BIG BLIND:</b>	The largest blind bet in a game
<b>BLIND:</b>	A required bet made before cards are dealt
<b>BLUFF:</b>	To bet an inferior hand, attempting to eliminate all opponents
<b>BOARD:</b>	The 5 communal cards in Hold'Em format games
<b>BURN CARD:</b>	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
<b>BUTTON:</b>	A player who is designated dealer position marked by a dealer button
<b>BUY-IN:</b>	The minimum amount of money required to enter any game, usually five times the maximum bet.
<b>CAGE:</b>	A cashier's window located in a casino where chip or money transactions take place.
<b>CAPPED:</b>	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
<b>CHECK:</b>	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
<b>CHECK-&amp;-RAISE:</b>	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
<b>COMMUNITY CARDS:</b>	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'Em and Omaha.
<b>COMPLETE THE BET:</b>	To increase an all-in bet or forced bet to a full bet in limit Poker

<b>DEAD MONEY:</b>	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
<b>DEALER BUTTON:</b>	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also known as "the button".
<b>DECK:</b>	A collection of playing cards for Texas Hold'Em. The deck consists of normal 52-card deck.
<b>DOWNCARDS:</b>	Cards that are dealt facedown in stud-format games.
<b>FIXED LIMIT:</b>	In limit poker any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
<b>FLOORPERSON:</b>	A casino employee who seats players and makes decisions.
<b>FLOP:</b>	In Texas Hold'Em, the three community cards that are turned simultaneously after the first round of betting is complete.
<b>FOLD:</b>	To throw a hand away and relinquish all interest in a pot.
<b>FOURTH STREET:</b>	The first up card after the flop in Hold'Em (also known as the turn card)
<b>FLUSH:</b>	A poker hand consisting of 5 cards of the same suit.
<b>FORCED BET:</b>	A required wager to start the action on the first round of betting.
<b>FULL HOUSE:</b>	A hand consisting of three of a kind and a pair.
<b>HAND:</b>	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand. (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
<b>HEADS-UP PLAY:</b>	Only two players involved in play.
<b>HOLECARDS:</b>	The Cards dealt facedown to a player.
<b>KICKER:</b>	The highest unpaired card that helps determine the value of a five-card poker hand.
<b>MISSED BLIND:</b>	A required bet that is not posted when it was your turn to do so.
<b>MUCK:</b>	(a) Cards that players discarded (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
<b>NO-LIMIT:</b>	A betting structure where the players are allowed to wager any or all of their chips in one bet.
<b>OPENER:</b>	The player who made the first voluntary bet.
<b>OPTION:</b>	The choice to raise a bet given to a player with a blind.
<b>PICTURE CARD:</b>	A king, queen, or jack, also called a face-card or paint.
<b>PLAYING THE BOARD:</b>	The use of all five community cards for your hand in Hold'Em.
<b>POSITION:</b>	(a) The distance from the blinds or the button for any hand (b) The order in which you act in a particular hand.
<b>POT:</b>	The total amount of money or chips being played for amongst players.

<b>POT LIMIT:</b>	The betting structure of game in which you are allowed to bet up to the amount of the pot
<b>RAISE:</b>	To call a previous bet while making an additional bet simultaneously.
<b>RAKE:</b>	A fee charged for each hand dealt.
<b>RERAISE:</b>	An increase in a wager at least the size of the previous bet which occurs after a raise.
<b>RIVER CARD:</b>	The final card in any poker game
<b>SET:</b>	Three of a kind. Also called trips.
<b>SIDE POT:</b>	A separate pot formed when one or more players are all-in.
<b>SIT N GO TOURNAMENT:</b>	A type of tournament which is played on a single table until there is one winner or an agreement is made between finalists to end the game.
<b>SHOWDOWN:</b>	The final act of determining the winner of the pot after all betting has been completed
<b>SMALL BLIND:</b>	The smallest blind in a game with multiple blind bets
<b>SPLIT POT:</b>	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
<b>STRAIGHT:</b>	Five consecutive ranks of any suit
<b>STRAIGHT FLUSH:</b>	Five consecutive ranks of the same suit
<b>TABLE STAKES:</b>	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
<b>TOURNAMENT:</b>	A competition for players to determine whom is the best player
<b>TURN CARD:</b>	The fourth community card in Texas Hold 'Em (also called fourth street)
<b>TRIPS:</b>	Three of a kind. Also called a set.
<b>WAGER:</b>	A bet or a raise



# APPENDIX 3



# Commerce Casino

L. A. ' s F R I E N D L I E S T

## Lightning Poker Collections

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee	Regular Table Fee
1 ~ 2 with 7 or more players	0. 50 , 1	0. 50	0. 50	2. 00 per hand
1 ~ 2 with 6 players	0. 50 , 1	0. 50	0. 50	1. 50 per hand
1 ~ 2 with 5 or less players	0. 50 , 1	0. 50	0. 50	1. 00 per hand
2 ~ 4 with 7 or more players	1 , 2	0. 50	0. 50	2. 50 per hand
2 ~ 4 with 6 players	1 , 2	0. 50	0. 50	2. 00 per hand
2 ~ 4 with 5 or less players	1 , 2	0. 50	0. 50	1. 50 per hand
3 ~ 6 with 7 or more players	1 , 3	1. 00	1. 00	3. 00 per hand
3 ~ 6 with 6 players	1 , 3	1. 00	1. 00	2. 00 per hand
3 ~ 6 with 5 or less players	1 , 3	1. 00	1. 00	1. 50 per hand
4 ~ 8 with 7 or more players	2 , 4	1. 00	1. 00	3. 00 per hand
4 ~ 8 with 6 players	2 , 4	1. 00	1. 00	2. 00 per hand
4 ~ 8 with 5 or less players	2 , 4	1. 00	1. 00	1. 50 per hand
6 ~ 12 with 7 or more players	2 , 6	1. 00	1. 00	4. 00 per hand
6 ~ 12 with 6 players	2 , 6	1. 00	1. 00	3. 00 per hand
6 ~ 12 with 5 or less players	2 , 6	1. 00	1. 00	2. 00 per hand
9 ~ 18 with 7 or more players	3 , 9	1. 00	1. 00	4. 00 per hand
9 ~ 18 with 6 players	3 , 9	1. 00	1. 00	3. 00 per hand
9 ~ 18 with 5 or less players	3 , 9	1. 00	1. 00	2. 00 per hand

- Designated table fee(s) are taken before the flop and after the turn. During the introductory period one or both may be waved.
- No Jackpot Drop when a 9 handed game becomes 4 handed or less.
- No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.

## THREE CARD POKER<sup>®</sup>

### OBJECT OF THE GAME

The object of Three Card Poker<sup>®</sup> is to beat the player/dealer in a three-card poker game using the following ranking system:

• **Ranking of Hands:**

- o Straight flush
- o Three of a kind
- o Straight
- o Flush
- o Pair
- o High card

### RULES OF PLAY

1. Three Card Poker<sup>®</sup> is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have signage displaying the name of the game, the minimum and maximum permitted wager, and collection fees.
4. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. The game is played with up to seven players, plus a player/dealer. The house dealer deals the cards and administers the rules of the game.
6. Players must Ante and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards - two face down and one face up.
7. Players inspect their hand and view the player/dealers up card and then have two wagering options:
  - a. Fold the hand and forfeit the Ante; or
  - b. Stay in the game by making a Play Bet. The Play Bet must equal the Ante.
8. If a player elects not to make the Play Bet, they forfeit their Ante wager, and are no longer in the game.
9. The player/dealer must qualify to play with a minimum Queen-high:
  - a. If the player/dealer's hand does not Qualify and:
    - i. The player's hand is ranked higher than the player/dealer's hand, the player wins even money on the Ante and receives no action on the Play Bet.
    - ii. The player's hand and player/dealer's hand tie, it's a push and the house dealer returns the player's Ante and Play Bet.
  - b. If the player/dealer's hand Qualifies, the house dealer shall immediately stack each player's wager atop the Ante.
    - i. If the player's hand beats the player/dealer's hand, the player wins even money on the Ante and Play Bet;
    - ii. If the player/dealer's hand beats the player's hand, the player loses the Ante and Play Bet.
    - iii. If player's hand ties the player/dealer's hand, it is a push and the house dealer returns the player's Ante and Play Bet.
10. All bets receive action to the extent that the player/dealer's wager covers.
11. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

## BONUS BET

1. An optional Bonus Bet may be wagered prior to the initial deal by placing a wager, not to exceed the Ante, in the Bonus Bet spot the playing table. No additional table fee collection is required to make a Bonus Bet.
2. Bonus Bets are wagered against the player/dealer. The player/dealer will pay all winning Bonus Wagers and collect all losing Bonus Wagers. Bonus bets receive action to the extent that the player/dealer's wager covers. Each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Wager. Once the Player/Dealer's wager has been exhausted, the wagers not covered by the Player/Dealer will be returned to the Players. As an additional option, a Third Provider of Proposition Player Services may cover the rest of the wagers.
3. A Bonus Bet qualifies a player for a Bonus Bet prize. Bonus Bets are paid regardless of whether the player/dealer's hand Qualifies and pay off as follows:

a. Royal Flush	200:1
b. Straight Flush	40:1
c. Three of a Kind	30:1
d. Straight	6:1
e. Flush	3:1
f. One Pair	1:1

## GLOSSARY:

- Ante:** The mandatory wager players make before seeing their hand.
- Bonus Bet:** An optional wager for players who placed an Ante and paid a collection. The Bonus Bet may not exceed the Ante. See Bonus Bet pay chart above.
- Fold:** The player option to surrender his Ante, rather than continue in the game.
- Play Bet:** An optional bet that players make after seeing their three-card hand and the player/dealers up card. The Play Bet must equal the Ante.
- Qualify:** The player/dealer must qualify to play with a minimum Queen-high.